AUSTRALIA'S No 1 GUIDE TO GAME BOY, NES & SUPER NES

Nintendo®

MAGAZINE SYSTEM

ISSUE #10

JAN '94

ZELDA LINK'S AWAKENING

zombies ate my neighb

Solstice II EQUINOX

FLASHBACK

Aero the Acrobat

YOSHI'S COOKIE

SUPER TURRICAN

JETSONS GAME GUIDE

GAME BOY BLITZ!

- ADVENTURE ISLAND 2
- FELIX THE CAT
- PANG

DESIGN A MARIO T-SHIRT & WIN

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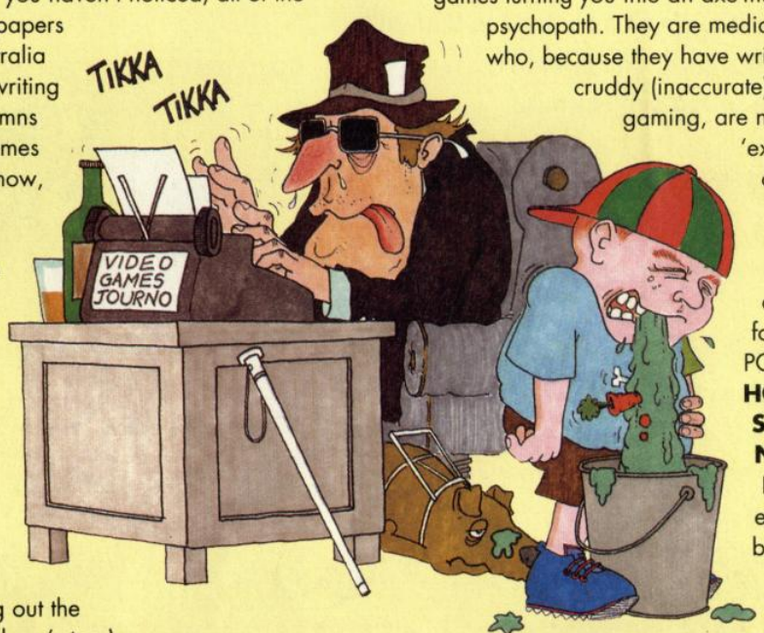
STOP PRESS... PU-LEEZE!

I am contractually obliged to welcome you to the first issue of NMS for 1994... so, consider yourself welcomed.

Now, I don't know about the rest of you, but I'm sick. Really sick. Sick of not getting the Christmas presents I asked for; sick of eating hot food in the middle of a stinking hot summer just because some fool thinks it's cuter to put lumps of wool everywhere and pretend it's snowing; and, most importantly, I'm totally sick and tired of an ignorant media writing stories about video games that are riddled with factual inaccuracies (and I could add a certain new 'gaming' magazine to that list!).

Just in case you haven't noticed, all of the major newspapers around Australia have been writing regular columns on video games for a while now, generally writing about game 'reviews', or about the industry as a whole, or about new technology (that's when they always drag out the tacky 'virtual sex' story).



It's obvious to me that most of the butt-heads who write these newspaper columns don't know what they are talking about. Nintendo's 64-bit 3D Project Reality console has been variously described as "32-bit", "16-bit CD ROM," or, worse, not even referred to at all.

Game reviews read suspiciously like the instruction booklets and are often about games so ancient that even the designers have forgotten about them. And, damningly, in some cases, the B-heads have got Nintendo and Sega confused!

And what about the 'gaming' magazine that gives blanket ratings for games across all formats, totally ignoring the fact that the same game can be designed quite differently on PC from the Nintendo version, for instance. Amateurs.

Of course, that's not to forget the TV programme the spelt Mortal Kombat as Mortal Combat. Or the weekend colour supplement that based a whole article on a book about Nintendo (called Game Over), but apparently forgot to read the book before writing the story. Or the fascist bully-boy radio announcers who tell blatant lies about video gaming simply to boost their ratings. Or the journalists whipping up a scandal on the censorship debate, citing games that DO NOT EXIST. Or the cowards who won't return my calls when I ring up complaining about their gross incompetence.

What I want to know is, WHO ARE THESE IDIOTS?!

Not surprisingly, some of them are the same people who write all that garbage about video games turning you into an axe-murdering psychopath. They are media inventions who, because they have written one or two cruddy (inaccurate) articles about gaming, are now considered 'expert commentators' even though they probably haven't played anything except for Tetris on their PC.

HOW DO THEY SLEEP AT NIGHTS?

I suggest that every red-blooded N-head should write to the Editors of these newspapers complaining about the MORONS that they have writing for them. The letters should point out exactly what KNOBHEADS the journalists (hah!) are and offer to do the job for them - for a small fee and free games.

It's time we reclaimed the debate in the mainstream press and the only way to do it is by writing it ourselves!

Fat Boy sez: Viva la Revolution!

★ ★ ★ ★ ★

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Issue 10

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The Zelda games is the definitive series of RPGs worldwide and now, finally, it has made its way onto the Game Boy.

SUPER NES REVIEWS

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Otherwise known as Solstice II, this gripping adventure game will have fans of the NES original clamouring for a copy, and probably earn quite a few new fans as well.

YOSHI'S COOKIE.....p24
Fat Boy reckons there should be more games about food and personally recommends a pizza game as being one that will really sell well. In the meantime, pour yourself a cup of tea and eat this.

SUPER TURRICAN.....p28
Blam, zap, splat. It's just like the NES version, except better.

FLASHBACK.....p32
An alarming medical condition that Rod frequently suffers from. He says it's nothing to worry about, but when your Editor starts blathering on about giant toadstools and melting ceilings, well... it's a bit disturbing.

AERO THE ACROBAT.....p36
Leapin' mammals, it's an acrobatically inclined bat with an attitude! What could this mean? Surely not a platform game that NMS likes? Could it really be?

ZOMBIES ATE MY NEIGHBOURS.....p40
B-grade movies come to the land of Nintendo and say "Pass the sauce." NMS says, "Yippee!"

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I'd just like to say "Merry Xmas" to my Aunt Gladys who I forgot to send a card to. Thanks for the socks. Love, Andrew.

ADVANCE SCREENING

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More one-on-one biffo as this arcade classic finally completes its conversion to the Super NES.

GAME BOY REVIEWS

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At last, Nintendo's 4 meg Game Boy monster is about to be released and NMS has the full no-holds-barred, six page extravaganza for your delight and delectation.

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Master Higgins has some Mario-style adventures ahead of him in this challenging and user-friendly game. Our verdict? Read all about it on p26, fool!

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Pong. Ping. Peng. Pung. Oh dear. This is what happens when you play devilishly frustrating game like this one. Bong. Bang. Bing. Bung. Beng.

FELIX THE CAT.....p46
Fabulous Felix is reduced to a standard platform game that is actually quite close to the NES version. Cute, amusing, and full of tricks - just like NMS' latest Stud God reviewer, Amos Wong!

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THE FRONT PAGE.....p3
1994's first lumpen missive throws a few well-placed broadsides at Fat Boy's pet hate, people who don't know anything about video games.

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A feast of new NES, Game Boy and Super NES titles are being released around the world, and you can be sure that you'll soon be seeing most of them here!

MAILBAG.....p51
Fat Boy has indigestion. NMS would like to apologise to those readers who have had their letters answered in this issue.

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You ask the questions, The Skull answers them. End of story.

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This month: 'How To Make A Million Before You're 14' - the true story behind the phenomenal rise of Edward 'Stinky' Scratchit.

THE JETSONS PLAYERS GUIDE.....p58
Michael Lee is one player who hasn't abandoned his NES. This is his definitive guide to completing this challenging platformer.

PARODIUS PLAYERS GUIDE.....p60
Possibly the toughest and weirdest shooter to ever come out on the Super NES. If you're having problems finishing, this guide is for you.

SUPER MARIO WORLD FINISHING MOVES.....p65
You asked for it, you got it.

PULLOUT POSTER

No, no, no, no. This is not a poster of Vanessa, nor will there ever be a poster of NMS' loopy office manager, so all you desperate and dateless lads out there can stop writing in about her, OK?

NINTENDO NEWS NETWORK

• NEW GAMES • COMICS • ACCESSORIES • MOVIES

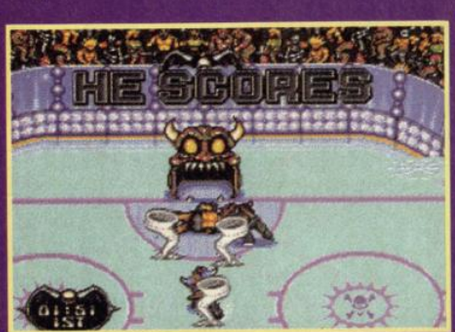
Welcome to the only news that matters, where NMS exposes all

you'll ever need to know about what counts in Nintendo's world

• TV • MERCHANDISING • HARDWARE • VIDEOS

EA BACK ON THE BLOCK

After a few months in the limbo zone, Electronic Arts is resuming its Super NES activities in earnest - with no less than eight releases lined up for the next few months, with more, no doubt, to follow. Those announced so far are; Mario Andretti Racing, Jordan Adventure, Jelly Boy (!?!), EA Hockey '94, Mutant League Hockey (mindless violence ahoy!), Super Battle Tank 2, NBA Showdown, and Star Trek. (JOY!) And, in a surprising move, EA has announced the formation of a new coin-op division. The first batch of arcade games will be conversions of its mega popular gridiron and hockey games, and will most likely feature multi-player facilities.

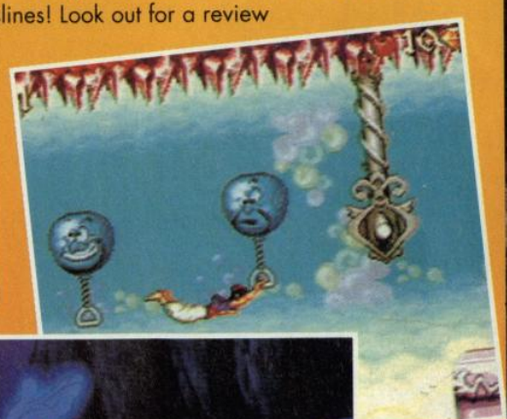


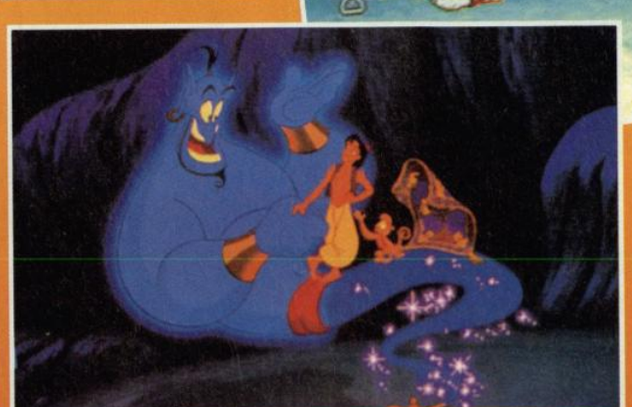
- NEW GAMES
- BY: ELECTRONIC ARTS
- SUPER NES

ALADDIN SWINGS ALONG

- NEW GAME
- BY: CAPCOM
- SUPER NES

Disney's Aladdin should be available next month if all goes well. The game, developed by Capcom, is now complete and, as you can see from these pics, looks very tasty, indeed! The animation is good enough to rival that in Flashback and young Aladdin can perform all manner of feats, from back-flips to sliding along clotheslines! Look out for a review in these pages soon!



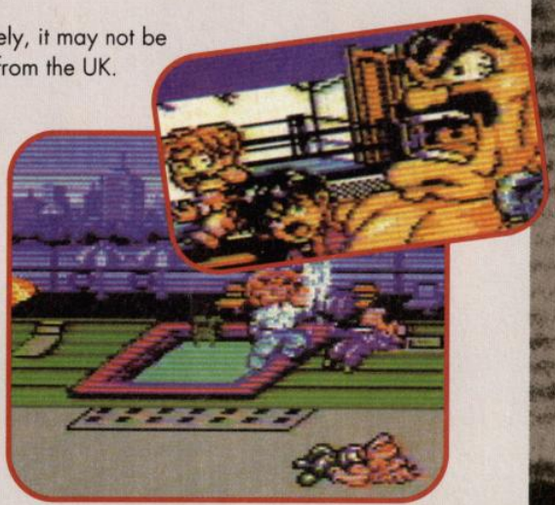


Middle Eastern antics ahoy with Capcom's Aladdin.

FINAL FIGHT ON NES!

After years of waiting, NES owners will, at last, be able to sample this classic scrolling beat-'em-up on their 8-bit systems. It's called Mighty Final Fight and features all the original characters from the Final Fight coin-op, except that they've been super-deformed! This is the Japanese term for making things cute by giving them swollen heads and puppy dog eyes. If you can bear that, you'll find a fair conversion of the original, minus the two-player option. We've had a copy of the cart in the NMS office for the past while and can report that it's not at all bad; though, as with all games of this sort, it is a bit monotonous and not terribly challenging. Unfortunately, it may not be officially released here, but look out for it on import from the UK.

- NEW GAME
- BY: CAPCOM
- NES



'Ere, av sum ov this, ya big ugly mug!

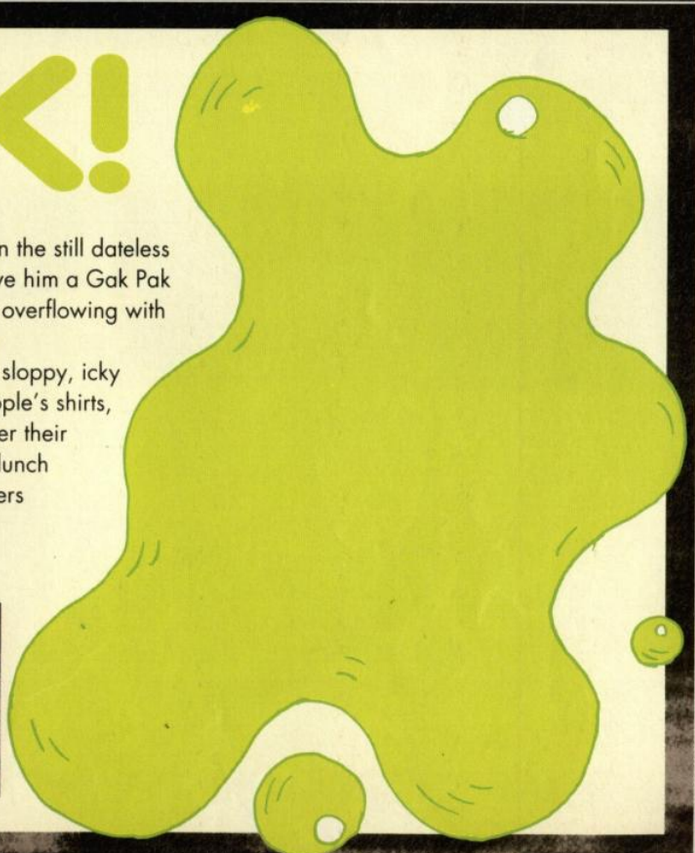
GAK!

Ever since Gerry's birthday party, when the still dateless Yvonne King from Haven Licensing gave him a Gak Pak as a pressie, the NMS office has been overflowing with green, blue, yellow and orange slime!

Gak is a kind of moist, gunky, smelly, sloppy, icky stuff that you put down the back of people's shirts, or squeeze into their ears, or drape over their computer screens, or ooze out of their lunch box. The kind of stuff that school teachers especially hate. But we love it.

Just thought you'd like to know.

- SLIMEY GUNK
- OUT NOW!



COMPETITION WINNERS!

• HOME ALONE 2

Most of you thought the Home Alone 2 villains called themselves the Wet Bandits, but you are wrong! That's what they were in the first movie; in the second, they are the Sticky Bandits. The first five correct entries out of the bag are: **Con Maleganeas**, of O'Malley, ACT; **David Hamilton**, of Sandringham, Vic; **Robert Pocklington**, of Sunbury, Vic; **Alice Charles** Brook, of Toorak, Vic; and **Glenn Abadilla**, of Campsie, NSW.

• ALIEN 3/LEATHAL WEAPON

Cor! Will you look at the number of entries we received for this comp! The most popular place to read NMS seems to be on the toilet! Perhaps it's the superior absorbant quality of our paper? Still, there can only be one winner. And a second place. And also third, fourth and fifth, but hey, let's get on with it! The winner of the first prize, and the recipiant of the stunning leather jacket, is **Chris Albernowski**, of Padstow, NSW. Well done, Chris. Second prize and the Lethal Weapon jacket goes to **Jonathan Cuth**, of Templeston, Vic. Third, fourth and fifth places were filled by **Scott Jennings**, of Mareeda, Qld; **Steven Brun**, of Cairns, Qld; and **John Sidie**, of Fitzroy, SA.

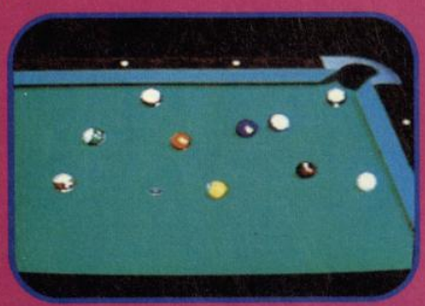
• TEENAGE MUTANT NINJA TURTLES

Ha, ha! Rod's trick question got just about all of you. Yes, a splinter is a rough piece of wood, but a Splinter (with a capital S) is a rat, preferably mutated. The winners of the Turtles paraphanalia are: **David Dewar**, of Cambooya, Qld; **Michael McCarthy**, of Carrara, Qld; **Peter Finlay**, of

Continued on page 9

POOL PARTY!

No, Pool Party is nothing to do with the NMS team's summer antics - it's a new game from Mindscape. Championship Pool, as it's called, is officially backed by the Billiard Congress of America. Featuring over 15 different games, multiple camera angles, a championship mode AND a competition for up to eight players, Championship Pool is just the thing for all frustrated pool players out there!



- NEW GAME
- BY: MINDSCAPE
- SUPER NES

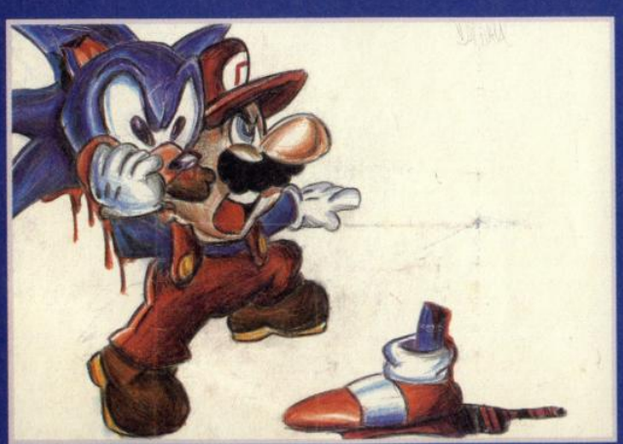
TURTLE SUSHI!

After a merciful absence, the slimy sewer reptiles have crawled back onto the Super NES in what could be strong competition to Street Fighter II. Konami has taken the Turtles and put them, and their ugly accomplices, in a one-on-one fighting game for two players. As you can see, the backgrounds are nice and colourful, with lots of detail, although we are yet to play a finished version. As soon as we do, we'll let you know what we think of it, but you should be able to buy a copy of TMNT: Tournament Fighters early next month, anyway.

- NEW GAME
- BY: KONAMI
- SUPER NES
- OUT VERY SOON

BIGGER IS BETTER COMPETITION

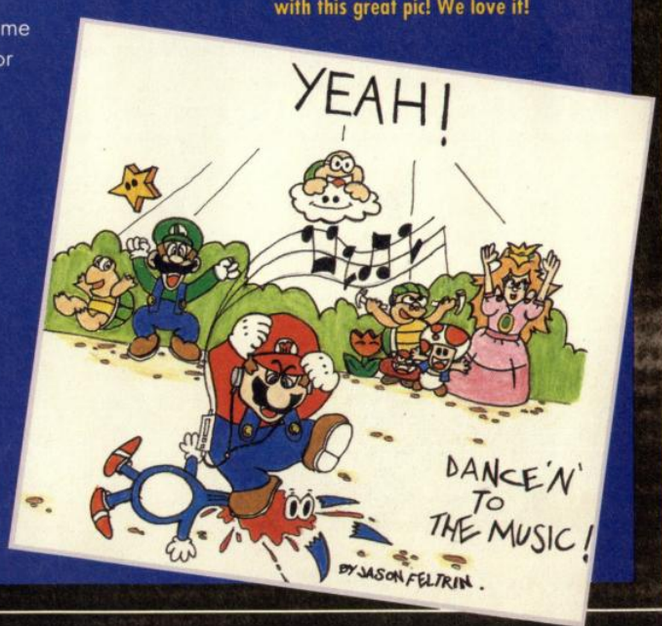
After pouring through the vast quantity of entries we received, we have finally come up with some winners, but it was a tough choice! For a while the NMS office floor resembled a Mario quilt, but after much agonising, we have two winners!



And how could we go past Damien Powell's stunning portrait of Mario competing in the shot put? It captures the mood brilliantly! Damien hails from Ararat, Victoria.

THE WINNERS!

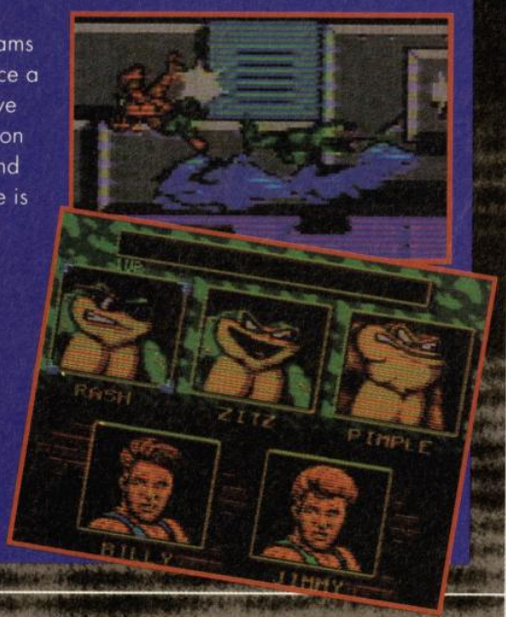
Jason Feltrin, of Slacks Creek, Qld had us most definitely dancin' to the music with this great pic! We love it!



TOADS + TWO = DOUBLE BATTLE!

- NEW GAME
- BY: TRADEWEST
- NES

Two of the toughest teams ever to grace a console have teamed up on the NES, and the outcome is toadally awesome!



Bad puns aside, the Battletoads and the Double Dragon lads, Billy and Jimmy, make a great combination for a beat-'em-up. Actually, it's more of a Battletoads game which happens to feature Billy and Jimmy but, if you're a fan of the 'Toads, you'll know that this is a Good Thing. The action is thick and fast, with a variety of moves and level layouts, including a skimmer bike section similar to the one in the original Battletoads and it is also a two player game.

IT'S BETTER THAN BAD - IT'S GOOD!

Happy! Happy! Joy! Joy! Happy! Happy! Joy! Joy! We've got Ren & Stimpy T-shirts and, in a fit of space madness, we are giving away ten of them! So who or what the hell are Ren and Stimpy? For those of you who are deaf, dumb and blind and don't watch enough TV, Ren is an asthma-hound chihuahua and his constant companion is Stimpy, a fat, bloated, eediot cat.

This unlikely duo have its own cartoon show, produced in America by Nickelodeon. Their creator is John Kricfalusi, and it is his brand of shameless, gross physical humour that has captivated an army of loyal Ren & Stimpy fans worldwide. Channel Ten screened the first series late last year, and are going to show the second series early this year, so keep an eye out for it in your local TV guide.

Now back to the competition! For your chance to win a T-shirt, courtesy of Myer Grace Bros Jeans Plus stores, simply answer the five following questions.

1. What rolls down stairs, alone or in pairs?
2. Who's the greatest mudskipper of them all?
3. Who is the Happy! Happy! Joy! Joy! song by?
4. What is Stimpy's favourite collection?
5. Who is Ren's cousin?

When you think you have the answers, send them to us at:
Shaven Yak comp, Nintendo Magazine System,
PO Box A305, Sydney South, NSW 2000.

- COMPETITION

Ren & Stimpy is a copyright of Nickelodeon, ©1993

From page 7

Glenray, Vic; **Jon Brainbridge**, of Kilsyth, Vic; and **Travis Hendrick**, of Dandenong North, Vic.

VIRGIN'S BARE NECESSITIES

Virgin is rapidly making a name for itself in the console industry, and when you look at the list of games it has lined up, it's not hard to see why. First up is **Cool Spot**, a platform game so slick it's sick! You control the rosy red star from the 7up commercials, and must hop, skip and jump through 11 levels of increasingly difficult platform tomfoolery. **The Jungle Book** is a classic piece of literature by Rudyard Kipling about the adventures of young Mowgli growing up in the deep, dark jungles of Africa. The Super NES version is said to have splendid graphics and animation, and there's a Game Boy version in the works, too. **Dragon** is the film based on the life of martial arts super star Bruce Lee, and the game of the same name is based on the film. It's a 12 meg Streetfighter-style beat-'em-up which, apparently, features two players versus the computer and player versus two computer controled opponents. There are dozens of moves available, and Bruce's enemies include the Sun Brothers, as well as many of his old foes. If boxing is more your cup of tea, keep an eye peeled (ouch!) for **Muhammad Ali's Heavyweight Boxing**, due out later this year.

RETURN OF THE SMELLY LITTLE BLUE THINGS

Remember the Smurfs? Of course you do, they were the little blue imps we used to collect when we were young (and some of us did horrid things to them with six inch nails and cigarette lighters!). Infogrammes obviously has much more pleasant

Continued on page 11

comic fix

We mentioned a new series of Street Fighter II comics by Malibu a few months ago. There is also another series which has been running for a while in Hong Kong. Published by Jademan Comics (in Cantonese), the series introduces new characters, forms and breaks alliances between characters and, best of all, is drawn very nicely indeed, with lots of Akira-style post-apocalyptic landscapes.

Another comic that we just couldn't resist is based on The Ren & Stimpy Show. It follows the format of the cartoon series, and includes ads for new Blammo products, all the characters that have appeared in the show and, of course, utterly ridiculous storylines. The Ren & Stimpy Show comic is published by Marvel Comics, and softback compilations of early issues are also available at good comic stores.

Lastly on the comic front, but by no means least, are the Simpsons! Springfield's most infamous family is appearing in a special collectors edition comic, and it's out now for $3.95 at newsagents everywhere. There are three fabulous stories featuring Radioactive Man, El Barto, the scourge of Springfield, and the exploits of the inquisitive infant Maggie. Where is this masterpiece of cartoon comedy coming from? Why, from us, no less! Yes, the amazing people behind the utterly brilliant and fabulous NMS are proud to present the Simpsons in their first Australian comic appearance. We'll keep you posted of any further developments in Simpsons-land, so keep watching and reading these pages.

- COOL COMICS
- SHAMELESS PLUG

FE! FI! FO! FUM!

After months of speculation, it has come to light that a new Game Boy release featuring Bart Simpson is on the way, and it's called Bart And The Beanstalk. Bart and his family get up to all the usual Simpsons shenanigans we love them for in this twisted video game version of the classic fairytale, and Homer even stars as the Giant at the top of the beanstalk! We'll have more news on this, and the Itchy & Scratchy games for Super NES and Game Boy, next month.

- NEW GAME
- BY: ACCLAIM
- GAME BOY

BOMBA-ROMBA!

- COMPETITION

At the top of the NMS playlist for the past few months has been Super Bomberman. It's sheer addictiveness and frantic four-player fun has kept us back at the office well past dinner-time on many an occasion! The distributor of this marvellous game, Sony, is equally rapt, so the good lads at Sony Electronic Publishing are giving away some Super Bomberman goodies to a few lucky NMS readers! Up for grabs are actual Bombermen, Bomberman pins and Multi-Tap four player adaptors. All you have to do to win is use your imagination and answer this question on the back of an envelope. (Don't forget YOUR name and address!) **Q: What goes BANG in the night?**

Send your entries to Four Play competition, Nintendo Magazine System, PO Box A305, Sydney South, NSW 2000

Hurry up and win us, before Vanessa steals us and takes us all home!

NINTENDO NEWS NETWORK

THE OFFICIAL NMS CHARTS

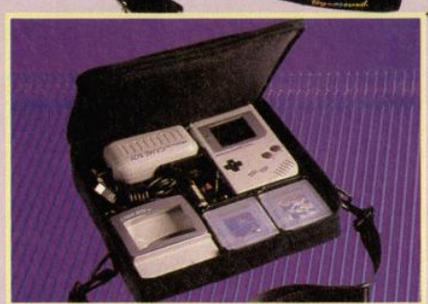
Last month's position in brackets.
Fast Movers have a bullet.

	Game Boy	NES	Super NES
1	JURASSIC PARK (2)	JURASSIC PARK(1)	MARIO ALL-STARS (2)
2	MORTAL KOMBAT (1)	THE JETSONS (-) •	SFR II TURBO (1)
3	SUPER MARIO LAND 2 (4)	FLINTSTONES (3)	JURASSIC PARK (-) •
4	F-15 STRIKE EAGLE (5)	TOM AND JERRY(4)	SUPER BOMBERMAN (-) •
5	BATTLETOADS (8)	CRASH DUMMIES (5)	NBA BASKETBALL (3)
6	CRASH DUMMIES (-) •	AUSSIE RULES FOOTIE (7)	MORTAL KOMBAT (5)
7	FLINTSTONES (9)	DR MARIO (-)	MARIO PAINT (6)
8	AGRO SOAR (6)	ZELDA 2 (10)	NIGEL MANSELL (4)
9	KRUSTY'S FUN HOUSE (-)	OPERATION WOLF (-)	CARL RIPKIN BASEBALL (-)
10	T2 ARCADE GAME (-)	RACKET ATTACK (-)	PEBBLE BEACH GOLF (10)

• Compiled with the assistance of Capital Games Centre.

HOLD ME TIGHT!

- VIDEO GAME STORAGE
- COMPETITION

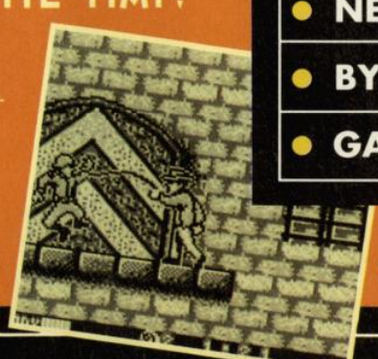


You're running down the road to your mate's place with your Super NES, controllers, games and assorted cables all stuffed down your pants when you trip over and spill your precious cargo all over the footpath. Bummer, dude. If only you'd had your Super NES and stuff trussed up safely in one of Valjean's carry cases. As you can see from the pics, there's room for not only your console and six games, but there's heaps of space to cram in all your accessories, or perhaps just more games! The NES/Super NES carry case and the Game Boy carry case are both available at most places stocking video games, and are priced at about $69.95 and $39.95 respectively. If you can't be bothered to go out and get one yourself, simply enter this competition for your chance to win one, FREE! All you have to do is tell us what wonderful place you would like to take your game system to, write it down on the back on an envelope along with your name, address and whether you want a NES/Super NES carry case or a Game Boy carry case. Send your entries to us at **Wrapped in Padded Nylon Comp., Nintendo Magazine System, PO Box A305, Sydney South, NSW 2000.**

THE MAN WITH THE HAT!

- NEW GAME
- BY: UBI SOFT
- GAME BOY

Prepare to get up to more whip-wielding shenanagins as Indiana Jones comes swinging on to the Game Boy. It's a platform game in the mould of Castlevania, with each stage based vaguely around a scene from the film. Ubi Soft is doing the Game Boy version, and a Super NES game could well be on the way.



Dance, dance I tell you!

From page 9

memories of them, and has decided to release a Game Boy title about them. Not surprisingly, the plot revolves around the Smurfnapping of a few of them by the ugly old wizard Gargamel, just as in every cartoon episode! You take on the roll of Hefty Smurf, and must travel through a plethora of platform based stages while avoiding the nasties, including that orange menace to Smurfs everywhere, Azrael. There are a fair few levels, dozens of secret rooms and even bonus games to find, all made easier by the inclusion of password access. The Smurfs should be out um... early this year, hopefully, and we'll have more info soon.

AUSTRALIAN ARCADE CHARTS

Last Month's position in brackets.
Fast movers have a bullet.
Compiled with the assistance of Timezone. (Data East and Gottlieb games not tested.)

SIMULATOR GAMES

1 Title Fight (-) •
2 Super SFII (1)
3 Lucky & Wild (-) •
4 Out Runners (2)
5 Captain Zodiac (-) •
6 F1 Super Lap (3)
7 Suzuka 8 Hours (4)
8 NBA JAM (5)
9 Virtual Racing (6)
10 Wild Pilot (8)

PINBALLS

1 Judge Dredd (-) •
2 Indiana Jone (1)
3 Twilight Zone (2)
4 The Addams Family (6)
5 Creature From Lagoon (3)
6 The Addams Family (7)
7 Dracula (4)
8 Fish Tales (7)
9 Terminator 2 (8)
10 The Getaway (10)

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: SUNSOFT PRICE: TBA MEG: 16

▲ Gary Glitter enters the fight.

Exclusive®

▲ If you want barbecue human without the hassle of a barbecue (I do). Copyright KFC.

Another Super NES beat 'em up pumping itself up for the fight for Number One is Sunsoft's conversion of SNK's brilliant World Heroes coin-op. An office fave, World Heroes is an SF2-style one-on-one scraporama with eight available fighters battling their way across the world until the final showdown with the shape-shifting alien fight organiser who has removed them from their respective time zones upon his orbiting space station. As you might expect, each of the fighters is armed with a series of energy-sapping punches and kicks. And you won't be at all surprised to learn that each has a devastating array of special moves.

With names like Hanzo, Dragon, Muscle Power and Rasputin, it's obvious that these are no ordinary World Warriors - especially when Rasputin's special moves include the ability to blow up his feet for flying kicks! Each fight is decided over three rounds and set against a backdrop from each warrior's time zone. In addition, there's also a secondary Fatal mode where electrical barriers and flesh-searing land mines add to the peril - or fun.

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

ORLD ROES

FATAL ATTRACTION

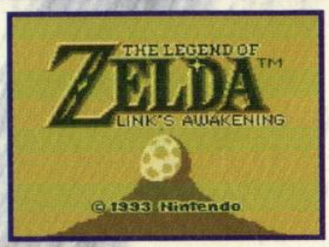
If travelling the world and hitting people a lot isn't your bag, the Fatal Mode could be more your cup of tea. Set within one of several arenas, the Warriors have to kick each other senseless whilst avoiding a series of deadly traps. For instance, littered on the ground are what at first appear to be pizzas. However, when stepped upon they turn out to be mines that fry anyone daft enough to touch one. Some of the arenas are surrounded by electrical fences surrounded by a deadly blue charge, and touching these will temporarily stun your warrior. Well, what would you expect from a few thousand volts up the botty?

OOH, YOU'RE A LOVELY MOVER

Each of the eight characters has three special moves, accessed via a combination of joypad and button presses - just like SF2. Several characters share moves - including a spinning kick/punch combo - and there are a number of fireball moves which have been tailored slightly to suit each character. By far the weirdest World Hero is Rasputin. A distant relative of the infamous Mad Monk, Rasputin's special abilities allow him to expand the size of his hands and feet and pull off a really weird spinning dance move. American entrant is Hulk Hogan lookalike Muscle Power. He's armed with a series of wrestling moves which drain huge amounts of energy when used.

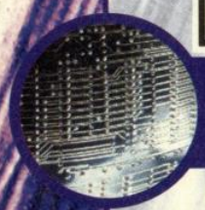
REVIEW

GAME BOY



CART SPEC

- BY: NINTENDO
- RRP: TBA
- RELEASE: TBA
- GAME TYPE: ADV
- CART SIZE: 4 MEG



GAME INFO

- **PLAYERS:** 1
- **CONTROL:** JOYPAD
- **GAME DIFFICULTY:** MEDIUM
- **CONTINUES:** INFINITE
- **RESPONSIVENESS:** EXCELLENT
- **1ST DAY SCORE:** DEFEAT MOLDWORM
- **GAME ORIGIN:** The Legend of Zelda was first released in 1986. Its sequels are consistently superb with Zelda III on the Super NES standing as one of the greatest console titles to date.

CONTROLS

- **HOW TO PLAY:** Guide Link around Koholint Island in his search for The Seven Instruments Of The Sirens in this action-oriented, role-playing adventure.

A — Use of the item in Link's inventory.

B — Use of the item in Link's inventory.

S — SELECT BUTTON: Link examines his personal map.

S — START BUTTON: Inventory. Refer to map of dungeon.

Link lay on the deck of his new yacht as the sea gently rocked him into relaxation. Warmed by the sun he watched as the sky began to curdle into a mass of dark clouds until the air became chill and he thought it best to go below deck. Somehow this sudden change in climate reminded him of how fate had marked him as a hero. He mulled over the many adventures and dangers he faced and glanced down at the scars on his arms. "There's room for a few more yet," he mused. Lost in thought, Link was wholly unprepared for the freak storm that proceeded to fling his tiny vessel about the churning sea. Having steadied the mast and lowering the sail, Link fell victim to a sudden crack of thunder and a ferocious lightning flash. The yacht was ripped apart, the mast split bringing the heavy wood down upon Link's head like the fist of an ogre! As Link fell into unconsciousness his body was swallowed by the sea....

Days later Link awakes in an unfamiliar bed to the voice of a young woman. Gradually his eyes focus on her face. The woman introduces herself as Marin and admits to discovering Link on the shores of her homeland - the volcanic island of Koholint. Strangely, Link's fortunate recovery coincides with the growing concern of the islanders over dangerous creatures that roam the forests. Marin suspects that the creatures owe their power to a formidable, giant egg that sits atop the island's volcano. Link is dumbfounded. However, if past experiences are anything to go by, he realises that his presence on this troubled island is more than just a coincidence. Link leaps form his resting place and thus embarks upon yet another colossal adventure in which he hopefully relieves Koholint of its sorrows and earns himself a safe journey home.

▼ Only by first finding the Nightmare Key is the door to each guardian's lair opened.

▲ Link takes a ferocious character named Bow Wow for a walk. Hint. Bow Wow especially likes to go for walkies in the swamp.

JUST ASK

Link's tiny self isn't particularly threatening, indeed he is extremely vulnerable. Initially Link's only means of defence is his voice, which doesn't mean shouting at anything by which he feels threatened. By questioning Koholint's residents Link is rewarded with helpful directions or even provided with items that assist him as he progresses. Marin and her Father are the first to help, providing Link with his shield. Link's success depends almost entirely on advice and assistance from others.

▼ Pictured below are four scenes taken from the outstanding intro to Link's Awakening! This isn't the last the player sees of such sequences as there are many slotted into the adventure itself. Look out for a rather touching scene on the beach (oo-er) and a hilarious encounter with a frog. Don't worry, we haven't given anything away!

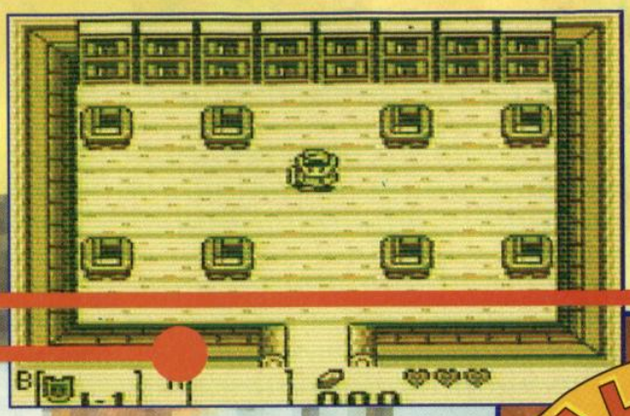
ZELDA

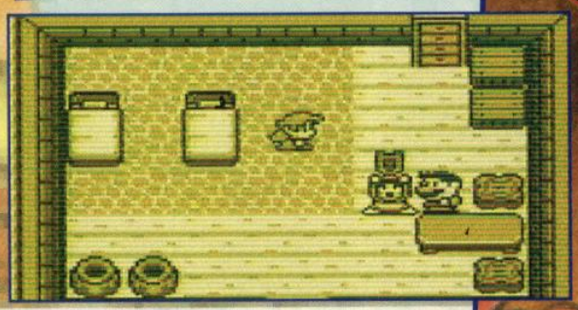
LINK'S AWAKENING

REVIEW GAME BOY

BY LUCK OR BY BOOK

One of the first buildings Link encounters is a Library containing eight books offering handy tit bits of information and hint at what is to come. Link's eyes are every bit as valuable as his sword and shield in defeating his enemies as secrets are sometimes passed on in writing. When not consulting his map, Link is directed by signposts and some closed doors are opened only by putting into practice something that Link has read.





▲ An elusive old man named Ulrira hangs out on the other end of these telephone lines, offering much helpful information.

DUNGEON MASTER

Link's guarantee of returning to Hyrule depends on his awakening of the ambiguously-named Wind Fish. However the Wind Fish only responds to the sonorous tones of the Instruments of the Sirens. There are seven such instruments, each is hidden in a dungeon under the jealous guard of fearsome monsters! The crux of Link's mission relies solely on the defeat of these monsters. It is in these dungeons that Link's adventuring skills are tested to the full but they are also the source of the biggest rewards. Chests containing vital items are found, including weapons of incredible power that are indispensable for the defeat of the dungeons' guardians.

VIEWPOINT

Like Zelda II on the NES, Link's Awakening incorporates side-scrolling, platform sections into the action. These brief but exciting areas provide Link with a different kind of challenge as he negotiates puzzles similar to those faced by that other famous Nintendo icon, Mario. The similarities continue with the appearance of Goombas and Piranha Plants. As with overhead-exploration roaming the platforms holds secrets too. Stomping on Goombas reveals something more beneficial than a bit of extra cash, for example. There's even a boss featured in these sections!

▲ Without giving too much away, there's this gang of monkeys, right.....

BIG FAIRIES

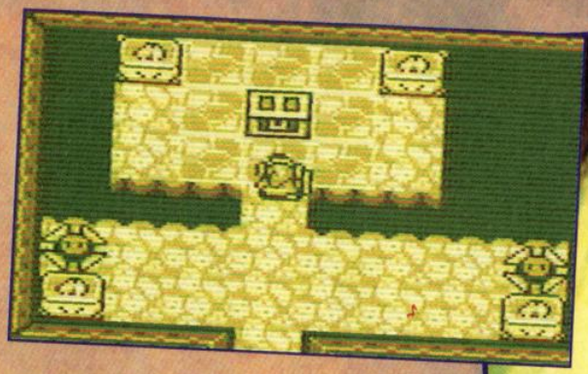
Link's energy is portrayed as pieces of heart. Link has the option of replacing any lost pieces for cash from shops. Yet it is often better to save the dosh for something else and seek out the nearest fairy. Fairies come in two sizes, the smallest of which flutter about or hide in the undergrowth. Unfortunately the small ones are quite shy and generally do their best to run off rather than donate their healing properties! The other, much larger Fairies inhabit caves and are rather more sociable and offer some polite conversation before fully replacing any lost energy.

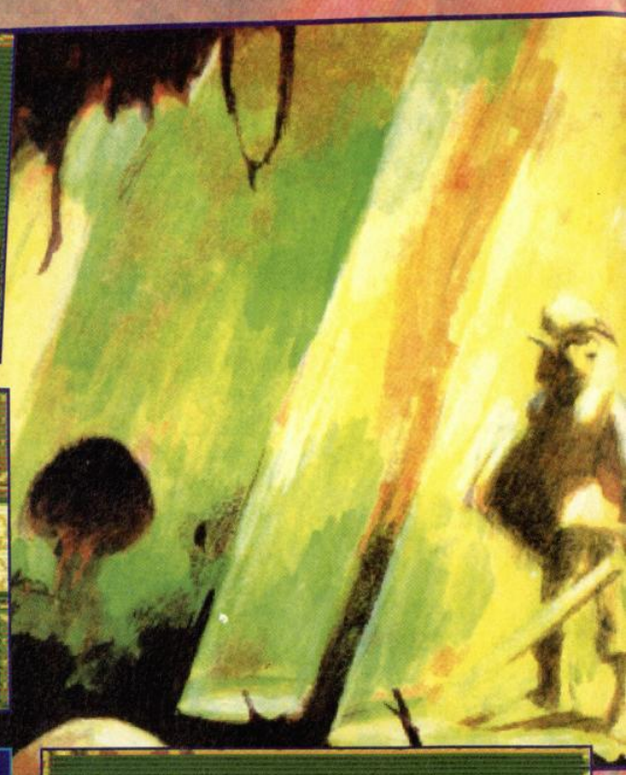
COMMENT

STEVE

Evidently Nintendo have spent a great deal of time in perfecting Link's Awakening - If only every company took so much trouble. The Game Boy proves itself as the ideal foundation for Koholint Island and its secrets. The involvement this quest inspires is virtually inescapable! Having Link question pretty much everyone and everything may seem like a dull prospect but the feel for adventure overcomes all odds and what would otherwise be frustrating transforms into another great aspect of the challenge. Of course all this hard work isn't without its rewards and each completed section of Link's quest is met with great satisfaction, urging the player to explore further and further. The many devices that Link employs are inventive and the characters he meets are imaginative too. Basically this is the best RPG yet for the Game Boy.

REVIEW
GAME BOY





SHOVE IT

Link also reveals secret entrances, chests or other valuable objects - at a push. Even without the aid of specialist equipment there are some blocks that scrape aside as force is applied. In some cases the movement of blocks is necessary to reach a certain door but there are others that are less obvious, so it's always worth testing everything for fear of missing out.

GOODBYE - HELLO

Over the years Link has discovered that many barriers, once removed, reveal secrets. A room filled with obstacles of a nasty, snarling and extremely animated variety might well give up the likes of a key once its occupants are dealt with. There are two items that Link confidently expects to turn up, time and time again, but be aware as their strength is only effective for a minute or so:

Guardian Acorns:
Upon retrieving these fruits Link sustains only half the damage from any collisions.

Piece of Power:
The powers of the the Tri-Force - the governing force of Hyrule, Link's homeland - are well documented in Link's history. Each Piece of Power is a fragment of the Tri-Force and doubles the strength of Link's sword when collected!

▼ Perfect timing in the Trendy Game Shop earns the best prizes.

POTTY TRAINING

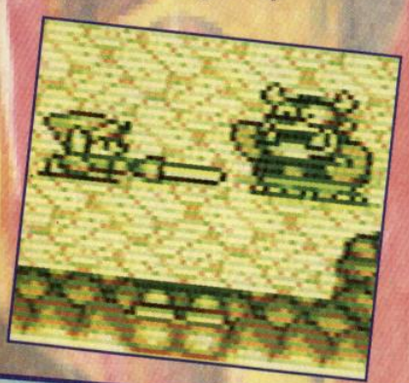
Koholint's residents insist on keeping the majority of their possessions in clay pots. They're all damn heavy and impossible for Link to lift unaided! The lad's discovery of a strength-enhancing object is of prime importance. Needless to say, Koholint's many pots play a major role in Link's quest, both for the items they conceal and the benefits of their enormous weight. Weighty rocks that block Link's path are also made light of with this newfound strength.

COMMENT

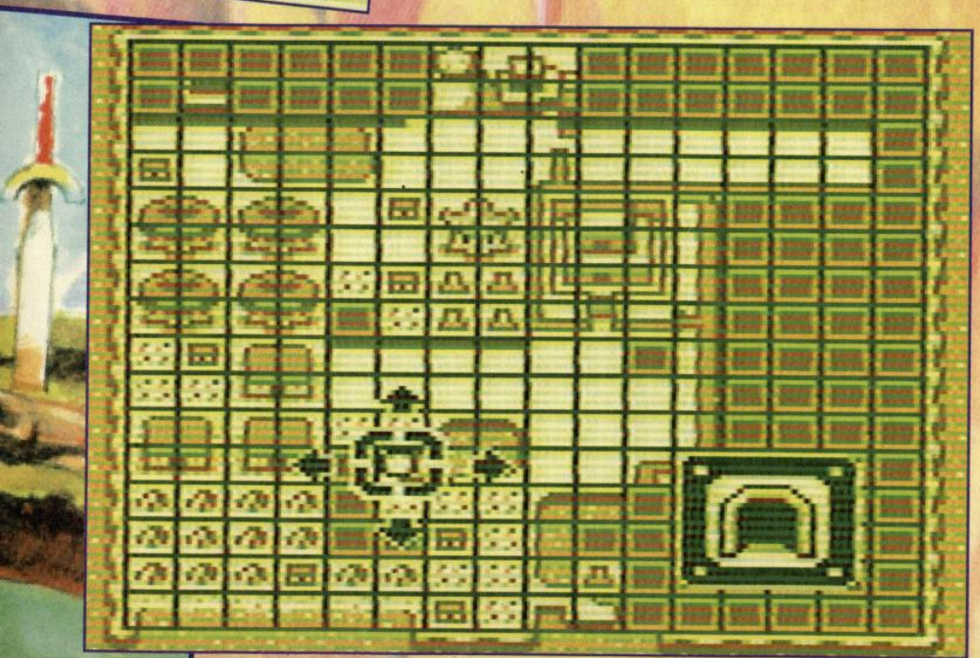
PAUL

In spite of all the excitement surrounding Link's Game Boy debut, I remained sceptical. What looks and plays superbly on a 16 or even 8 bit system isn't guaranteed the same success in such a tiny monotone environment. Frankly I'm stunned at the result. Link awakes to an adventure that entices the player with its complex yet fun-filled plot and closely mimics the Super NES' graphical style too! OK, so colour and special effects are impossible but Koholint Island is equally as atmospheric and picturesque as Hyrule on the Super NES! Consequently players are not only encouraged by solving the many puzzles but by the will to see each new location as the island's secrets unfold before them. I am particularly happy to find that Nintendo haven't merely produced a version of Zelda for the Game Boy but truly developed the gameplay to an extent where Link's Awakening is a bonafide continuation of the Legend, not just a supplement. There lies the biggest reason for waking up to the one of the most inspiring and satisfying titles across all the Nintendo formats in *years!*

▲ A replacement heart - now with wings! The only problem is reaching the thing!



▲ And look, it's a bag of magic dust - also with wings! At this stage in the game, however, Link knows precisely how to obtain it.



RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION 92

▲ The selection screens are easy to follow. The incidental animated sequences are well executed and help build the atmosphere.

GRAPHICS 96

▲ Very reminiscent of Link's Super NES adventure. The simplistic style is easy on the eyes without sacrificing detail.

SOUND 91

▲ The Zelda tunes are reproduced perfectly making the Game Boy sound better than it ought to! Likewise the sound effects are chirpy and fit the situations perfectly.

PLAYABILITY 93

▲ Link's Awakening is so well crafted that the quest is impossible to resist. The player's mind is constantly active, figuring out Link's next move and the rewards for success are extremely gratifying!

LASTABILITY 91

▲ The quest to which Link awakes is huge and so impressive that players are bound to return to perfect their performance.

OVERALL 94

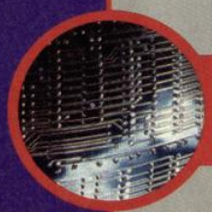
Link's Awakening sets a new standard for the Game Boy! It is absolutely stunning and the best game to appear on the Game Boy for at least a year!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: SONY
- RRP: $99
- RELEASE: JANUARY
- GAME TYPE: ADV
- CART SIZE: 8 MEG



GAME INFO

- **PLAYERS:** One
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Moderate
- **CONTINUES:** Infinite
- **RESPONSIVENESS:** Excellent
- **1ST DAY SCORE:** Reach level 2
- **GAME ORIGIN:** A sequel to the NES 3D adventure game, Solstice

CONTROLS

- **HOW TO PLAY:** Use the joypad to lead Glendaal through six lands in an attempt to rescue his father. Collect crystals, weapons and magic spells

- **A** — Casts selected spell
- **B** — jumps
- **X** — Nothing
- **Y** — Fires weapon
- **L/R** — Rotates landscape on the surface
- **S** — Start: Pause the game; Select: Goes to selection screen

After leading a successful quest for the Staff of Demnos in Solstice 1, our wizard hero, Shadax, has decided to put away his wizard's cap and magical fetishes to live a peaceful, mundane existence. Well, it was pretty dull until he had a son (not Shadax personally, you understand) called Glendaal. Under the divine tutelage of his father, Glendaal proved to be a chip off the old block, which is quite lucky because history has repeated itself. An evil sorceress named Sonia has taken Glendaal's father and whisked him away to her hideaway. With barely enough time to pull on his trousers, let alone put on a shirt and pack a lunch, Glendaal goes off to the rescue.

SOLSTICE II EQUI

I FEEL THE EARTH MOVE...

It's wacky designer malarkey ahoy as, using the capabilities of the Mode 7 chip, you can rotate the landscape 360° while sauntering across various worlds in search of your old dad. Unfortunately, you can only do this while you are on the surface; it doesn't work underground. A pity!

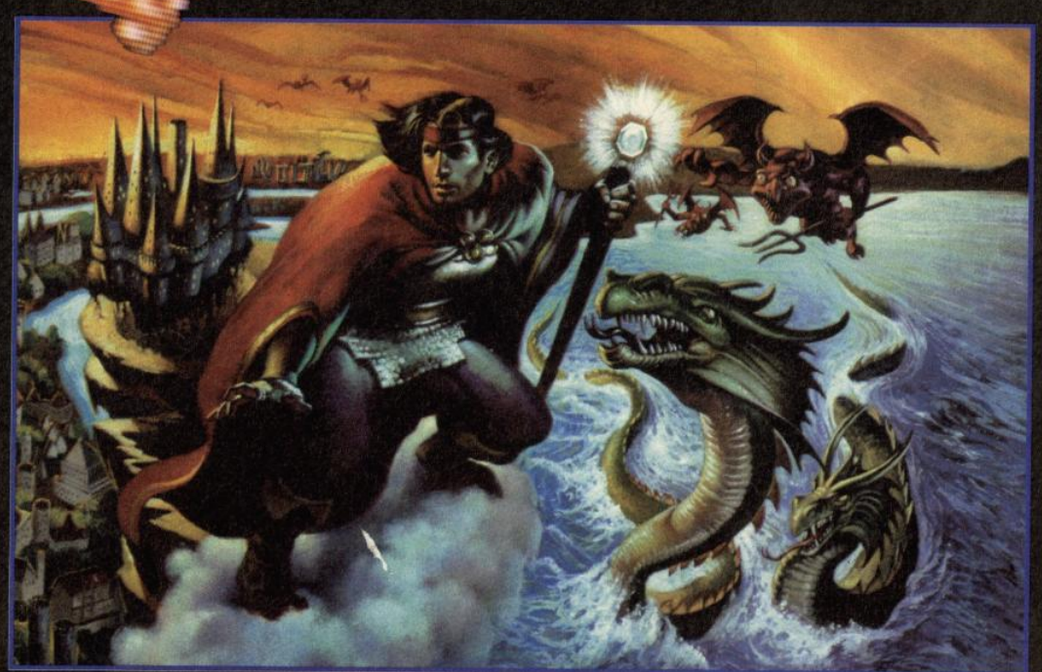
SNATCH AND GRAB

One of the most important things to do in your quest is to grab stuff lying around in the dungeons that you visit. Some will be in plain sight, merely requiring you to step up and take them. However, as you progress through different lands, these objects will either be hidden, requiring the death of all monsters in the chamber, or located in an apparently inaccessible location. Either way, you'll have to use your head to find a way to get them.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

INOX



HOCUS POCUS

Like weapons, you can also pick up spell scrolls to enable you to use magic. Although you can get far without the aid of these, life is just easier if you have them. There are various spells that you can collect. Some will heal damage, others will slow down your foes or unlock doors. Each dungeon contains one spell awaiting your discovery.

BALLS...

Crystal balls, actually. These are the main objects to look for in your quest - without these, you have no chance at all. There are twelve crystal balls in every dungeon. Be sure to look high and low for them, because you won't be able to summon the end-of-level bosses without collecting all of them.

COMMENT

MICHAEL

Finally, the long awaited sequel to the NES classic, Solstice, has arrived, making full use of the capabilities of the Super NES in terms of graphics and sound. Equinox really isn't an RPG since it lacks any character-to-character interaction, but it has RPG elements, particularly in the puzzle department. Apart from the tasteful presentation of the game in 3D perspective and the challenging conundrums you encounter, one thing that stands out in the game is its amazingly haunting soundtrack. This is a game that should be plugged into your stereo to get full enjoyment.

The only thing about the game that yanks my chain is that traps and monsters seem to exude a field of death that wipes you out if you get within its 'kill' radius. Still, this is no major hassle and just adds to the challenge of the game. The layout of the game can take a little getting used to, particularly in the later stages, where you'll have to estimate exact location and height.

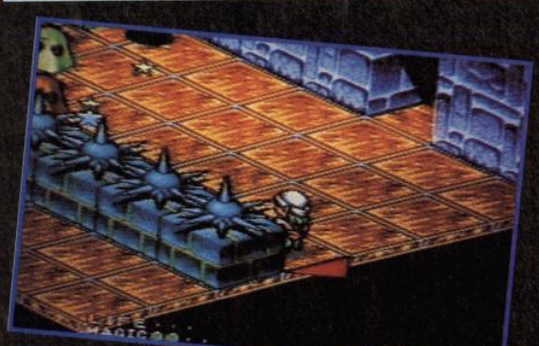
Aside from all this, the game is a wonder to behold and a joy to listen to and comes with a golden seal of approval. It would be a crime not to recommend it highly to anyone interested in a really good game.

HAVE KEY, WILL OPEN GATES

Apart from the crystals, you will need colour-coded keys to open stubborn gates that won't unlock otherwise. You will always need a key to enter the summoning room where you'll confront the end-of-level bosses.

STICKS AND STONES BREAK BONES

At the start of your quest, you are unarmed and therefore easy meat for the denizens of the land. Your first task will be to find a weapon. As you progress further, be sure to upgrade your weapons as, later on, you'll need some serious offensive capacity to finish off the monsters and bosses.



POP, POP, FIZZ, FIZZ, OH WHAT A RELIEF...

Food and magic potions are scattered liberally in the subterranean landscape. The former allow you to top off your life meter, while the latter give your magic meter a boost. On the surface, you will have to successfully defeat the monsters you encounter to get the same effect.

COMMENT

ROD

When I first sat down to play Equinox, I honestly didn't expect too much of it. Three hours later, I could easily have murdered anyone who tried to take the joypad out of my hands.

The beauty of this game is that it is extraordinarily easy to get into, and very, very addictive. Simple controls, excellent 3D perspective graphics and spine-tingling sound make Equinox a beauty to behold as well as to play. Apart from exploring and defeating lots of nasty folk, there is an inventive puzzle element to the game that will have you dribbling in your lap.

Unfortunately, this sometimes degenerates into mindless repetition of tasks and can be very frustrating if you aren't patient. Still, after the levels of extreme frustration I experienced recently playing Another World and Flashback (aargh), Equinox is as annoying as a mere pimple on the behind of a rather large cow.

In fact, the rest of the NMS office has been queuing to play, and if that's not enough reason to rush out and buy Equinox, nothing is!

RATINGS

BREAKDOWN

LONG-TERM INTEREST

PRESENTATION 90

▲ Excellent 3D perspective and fabulous Mode 7 graphics gives this adventure greater depth.
▼ This requires a little getting used to.

GRAPHICS 91

▲ The settings and sprites are well drawn and detailed.

SOUND 95

▲ Play the game in Surround Sound and you'll never turn it off. The music is hauntingly atmospheric. Can you expect any less from Sony?

PLAYABILITY 85

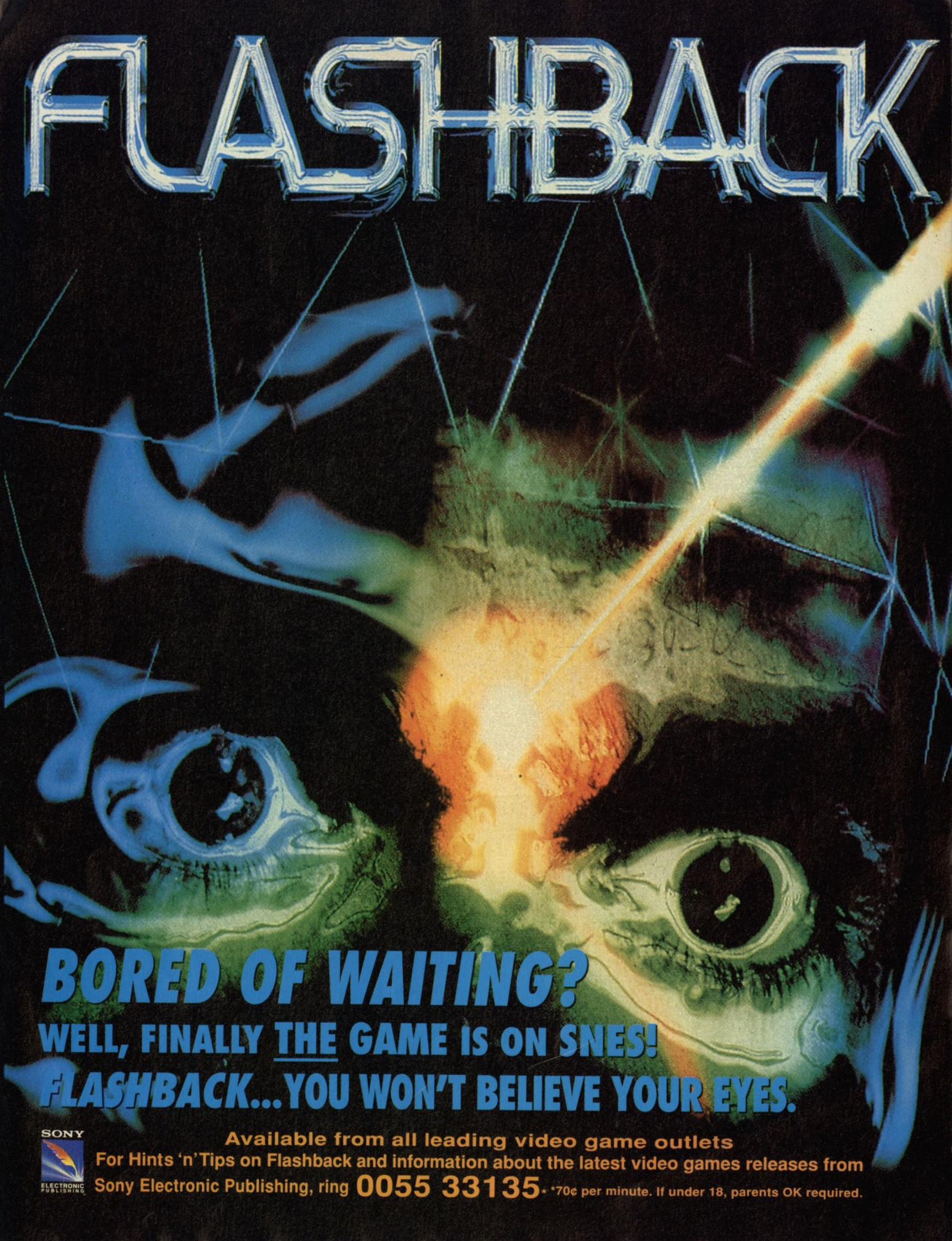
▲ The controls are easy to master.
▼ Do the wrong thing once and you get to do the whole thing all over again.

LASTABILITY 88

▲ Four game battery back-up will keep you coming back for more.
▼ The various puzzles range from being ridiculously simple to being real brain-busters.

OVERALL 88

A gem that will appeal to virtually everyone. Almost, but not quite, essential.


FLASHBACK
BORED OF WAITING?
WELL, FINALLY THE GAME IS ON SNES!
FLASHBACK...YOU WON'T BELIEVE YOUR EYES.
SONY
ELECTRONIC PUBLISHING
Available from all leading video game outlets
For Hints 'n' Tips on Flashback and information about the latest video games releases from
Sony Electronic Publishing, ring 0055 33135* *70¢ per minute. If under 18, parents OK required.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

In a desperate attempt to satisfy Yoshi's ravenous appetite Mario has secured a job for him at the Mushroom Kingdom's biscuit factory. Of course, Yoshi uses this opportunity to turn his new-found profession into a game and invites everyone to a game of Yoshi's Cookie.

The rules for the game are very simple: form rows and columns of identical cookies to score points. In two-player versus mode, players compete for the most rows and columns and receive a Yoshi's Cookie for each completed row. The player with the most cookies wins. Alternatively, there is a puzzle game where strategy is essential. Whatever your bag, Yoshi's Cookie has enough to satisfy any gamesplayer's appetite - without ruining your tea!

CART SPEC

- BY: BULLET-PROOF
- RRP: $99
- RELEASE: FEBRUARY
- GAME TYPE: PZL
- CART SIZE: 4 MEG

GAME INFO

- **PLAYERS:** 2
- **CONTROL:** JOYPAD
- **GAME DIFFICULTY:** MODERATE
- **CONTINUES:** INFINITE
- **RESPONSIVENESS:** SWIFT
- **1ST DAY SCORE:** 27000
- **GAME ORIGIN:** Bullet-Proof is the company responsible for Super Tetris . Yoshi's Cookie is their latest puzzler.

CONTROLS

- **HOW TO PLAY:** The lines of cookies are moved by holding the A button in conjunction with directions pressed on the joyad.

A — Gives control over a line of cookies.

B — Speeds up the action.

X — Nothing.

Y — Nothing.

L/R — L: Back one move. R: Restart stage.

S — START: Selects a game. SELECT: Starts/pause game.

COMMENT

PAUL

Puzzle games never usually hold my attention for more but the presentation in Yoshi's Cookie makes it so appealing. Also, the fine standard of graphics make the cookies appear good enough to eat. However, it's the finely-tuned gameplay that has me returning to this biscuit-barrel of fun for more. Although the action level is easily beaten, the puzzle section is very taxing and the Vs games are always great fun. The assorted attacks in Vs mode heighten the excitement even further. As with Bullet-Proof's previous presentations, Yoshi's Cookie's appeal is almost endless. If only the music weren't so cheesy!

LIGHTS, CAMERAS

Action: There are ten rounds consisting of ten stages. The player's task is to sort cookies into neat rows or columns until the jar is empty. Mario struggles to keep the cookies in line whilst the mischievous Yoshi turns the handle releasing more cookies into the play area.

FIGHTING AMONGST THEMSELVES

The Vs Game: Players choose one of four Mario personalities to represent them in a head-to-head challenge. Each character has four attributes which help or hinder their performance - attack, defence, message-rate and time limitation.

Attack: Attack relates to the variety of speciality jinxes a player may inflict on another by lining up a row of Yoshi-head cookies and the length for which this attack is sustained.

Defence: A character's defence dictates how well he/she/it fends off the attack.

Message Rate: The message rate affects how quickly the jinxes move along.

Time Limit: The Vs matches are restricted by a time-limit, displayed on-screen as a fuse. A player's fuse is only prevented from burning down by constantly forming rows and lines of cookies.

PUZZLE

Players wend their merry way through ten rounds and ten stages of puzzling brainteasers, the completion of which unveils Super Mario World - where even more brain teasers await!

YOSHI'S COOKIE

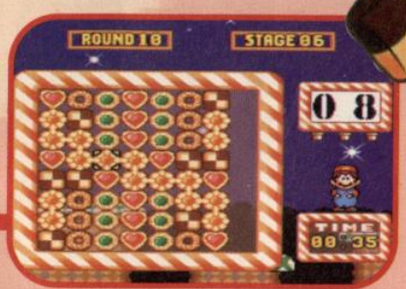
The action and Vs modes share a common feature - the *Yoshi's Cookie*. In the action game it counts as any cookie type, whereas all the jinxes performed in Vs mode arise from forming a row of the little fellers. Yoshi's cookies have no function at all in the puzzle mode.

SHI'S OKIE

COMMENT

ANDY

I can't help feeling that all the smart Mario-related touches are just icing to justify the price tag, for without these all you are left with is a rather a simple puzzle game. Still, you could level the same accusation against Super Tetris and that is surely the best puzzler there is for the Super NES. Yoshi's Cookie, however, seems to lack the magic addictive ingredient that Tetris has in spades. That's not to say it's a bad game. It's a great laugh in versus mode, especially when deducting a whopping seven lines from your unfortunate opponent. It is probably this mode that will keep you coming back because once you've completed the Action and Puzzle games, that's all there is. If you haven't already got Super Tetris, check that out first. Otherwise, this is a fair product for puzzle fans and Mario groupies alike.



RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION 91

▲ The Mario branding is extremely well implemented. All of the on-screen instructions are clearly explained, rendering the instruction manual quite useless.

GRAPHICS 82

▲ As with all Mario games, the use of colour and overall design are great. Using Mario World for the backdrops is a great idea.
▼ Other than that, cookies aren't particularly interesting.

SOUND 78

▲ Hearing Bowser chuckle and Yoshi squeak his name is amusing.
▼ The music is too sugary for its own good. It's very annoying after a while!

PLAYABILITY 90

▲ That Alexey Pajitnov. What a boy!

LASTABILITY 84

▲ The variety afforded by three variations on a theme keeps Yoshi's Cookie fresh long after any sell-by date.
▼ This is unlikely, but the gameplay may prove boring to some.

OVERALL 87

A skillfully-designed puzzle game with plenty of lasting appeal thanks to the selection of games available. The wonderful Mario World characterisation is the icing on the cookie.

REVIEW

GAME BOY

CART SPEC

- BY: HUDSON SOFT
- RRP: 59.95
- RELEASE: FEBRUARY
- GAME TYPE: PLT
- CART SIZE: 2 MEG

GAME INFO

- **PLAYERS:** One
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** Infinite
- **RESPONSIVENESS:** Good
- **1ST DAY SCORE:** Last area on Stage One
- **GAME ORIGIN:** Sequel to Adventure Island 1, and featuring Master Higgins, Hudson Soft's answer to Mario.

CONTROLS

- **HOW TO PLAY:** Guide Master Higgins through a triassic-style environment, battling mutated monsters as he tries to rescue his girl, Jeannie Jungle, from aliens.

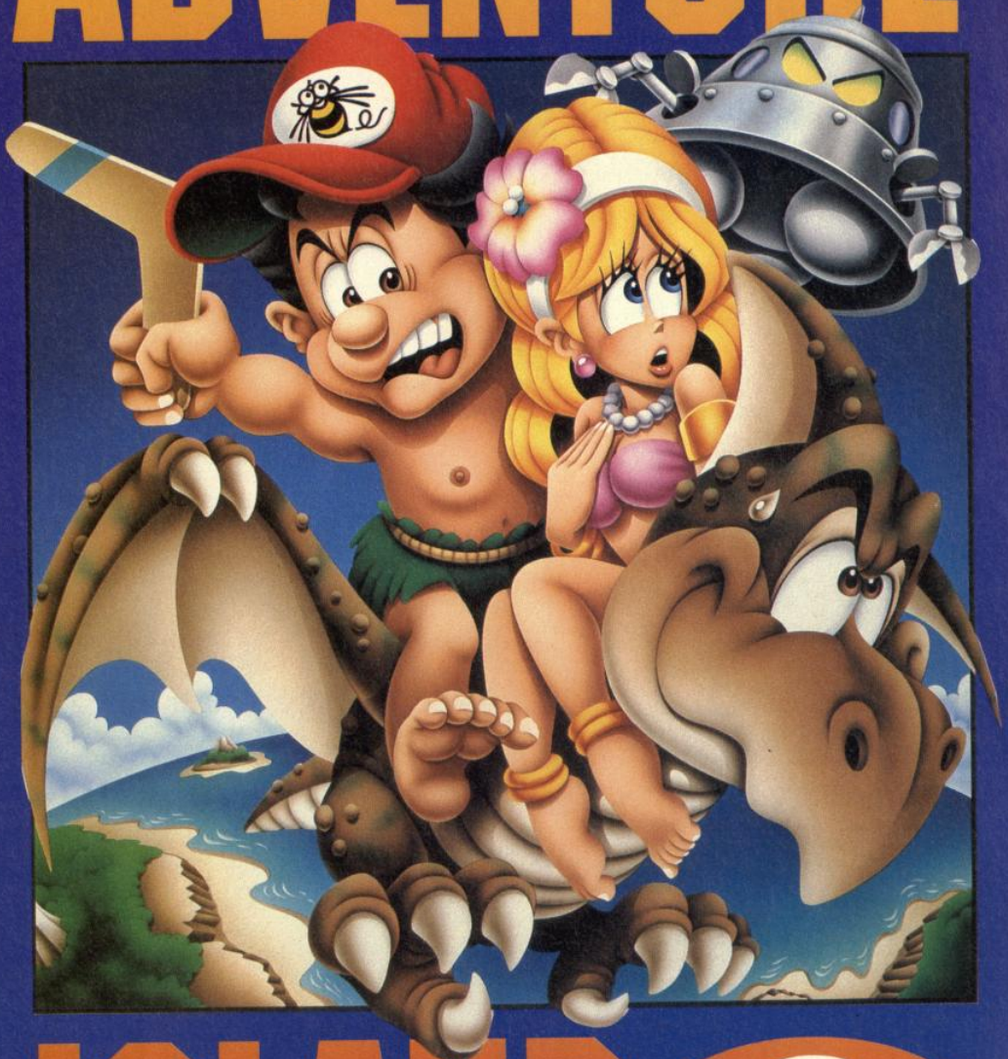
A Jump/fly/swim depending on character you're playing

B Super jump or speed when used with joypad. Also for attack

S START: Pause the game

S SELECT: Sod all

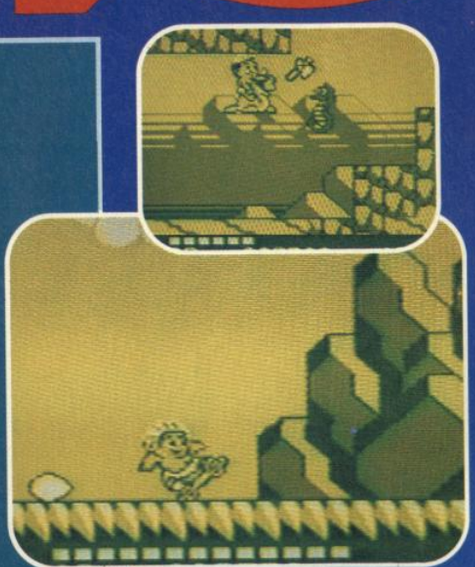
ADVENTURE ISLAND 2



RIDE 'EM, DINO-BOY

Fortunately, you have some help in your travels - break open any eggs that you come across to earn yourself weapons (axe... boomerang... thermonuclear device - just kidding!), various bonuses, OR one of five dinosaurs! Hop on and continue your journey upon a trusty steed. Yeehah!

These prehistoric buddies possess special abilities to help you along. For instance, Magma, a jolly little Camptosaurus, can walk across lava pits you may encounter and spits mean vindaloo fireballs, while Classie, a suave shade-wearing Elasmosaurus, helps you rapidly swim through an underwater abyss area later on.



▲ Woah there, I think I just passed an egg!

There you are on a sunny island smooching your babe when a UFO suddenly appears out of nowhere and kidnaps her! Thus begins your adventure as Master Higgins. Roam eight sprawling islands in search of Jeannie Jungle (your gurl), waste various nasties along the way, avoid oodles of obstacles AND take out a major creature that guards each island!

He may have mastered the difficult art of boomerang throwing, but can Master Higgins play the bagpipes?

JUST CAN'T GET ENOUGH WEAPONS IN MY LOINCLOTH!!!

After a while, you'll have a heap of weapons... and nowhere to stash them. Thankfully, you get to store your armoury in a tool box that appears before you start each area or after you croak. Should you need any of the items you've collected previously, you can access them before you continue playing (that includes the dinosaurs, too... cool, huh?)

Leap around and lob axes, but don't forget to eat!

RUNNING ON EMPTY

The game is essentially a side-scrolling platformy thang, but before you yawn, there are a couple of perks that raise the challenge. As well as eggs to collect for bonuses etc, you must collect fruit and meat you see along the way to replenish you and your pals' diminishing energy levels. You all have ravenous appetites and huge metabolisms... skip your meals and you'll perish!

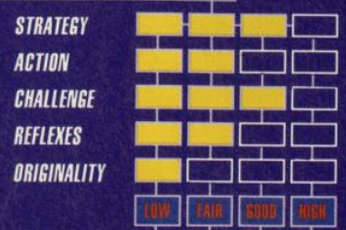
COMMENT

AMOS

Graphically, the game is very good; the sprites are big, cute, well-defined and animated (love Higgins' expression when he gets wiped out!). The scenery scrolls smoothly and doesn't clutter up into pixellated dirge. There are also a plethora of rather odd (but groovy) looking nasties to encounter. The sound effects are good, the music is well done and varied... but sounds like it's been taken from The Generic Jolly Game Boy Soundtrack Collection! (C'mon, surely you don't expect me to say everything's good, huh?). The password system is a definite plus, although it's frustrating when you finish three of four areas that make up a stage, start playing later on and the password only starts you on the first area of that stage! However, the infinite continues deprives Adventure Island 2 of a lot of its challenge.

RATINGS

BREAKDOWN



LONG-TERM INTEREST

PRESENTATION — 80

▲ Groovy title screen, opening sequence and options.
▼ Fidgety toolbox screen.

GRAPHICS — 80

▲ Well defined and animated sprites, simple but effective backgrounds.

SOUND — 74

▲ Competent effects; perky tunes with good variety...
▼ ... but not particularly outstanding.

PLAYABILITY — 78

▲ Easy to get into. Lotsa goodies to pick up.

LASTABILITY — 77

▲ Variety of areas to explore.
▼ Infinite continues may result in premature game completion!

OVERALL — 78

A platformer worth checking out, despite featuring those prehistoric behemoths that seem to be invading every facet of our existence!!!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: SEIKA
- RRP: $119
- RELEASE: FEBRUARY
- GAME TYPE: PLT
- CART SIZE: 8 MEG

GAME INFO

- **PLAYERS:** 1
- **CONTROL:** JOYPAD
- **GAME DIFFICULTY:** HARD
- **CONTINUES:** THREE
- **RESPONSIVENESS:** GOOD
- **1ST DAY SCORE:** 34000
- **GAME ORIGIN:** Super Turrican is an enhanced version of the 16-bit computer title with loads of new graphical bells and whistles.

CONTROLS

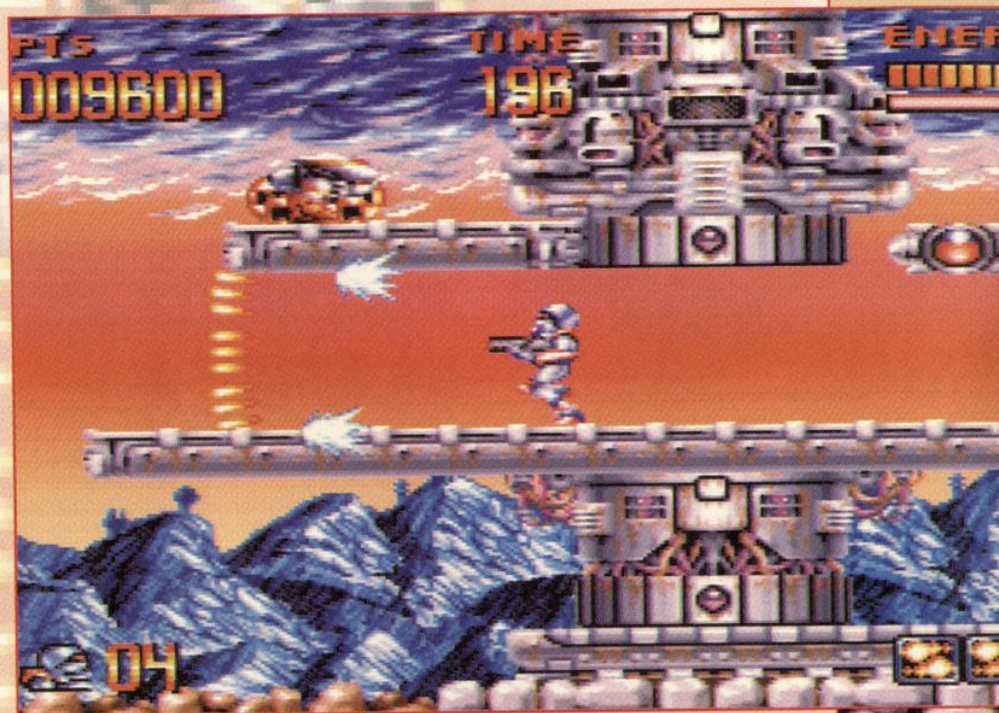
- **HOW TO PLAY:** Guide Turrican through a variety of platformed levels, evading obstacles and collecting power-ups for assistance. Destroy enemies for points.

A	Smart-line
B	Jump
X	Freeze-beam
Y	Gun
L/R	L: Freeze-beam R: Smart-line
S	START: No Function SELECT: Starts/Pauses

TU

Every Christmas that deceitful old man posing as the Wizard of Oz hands over such a tasteless old ticker to the Tin Man. We all know he's being ripped off! An old clock in place of a beating heart - Bah! Thank heavens this con merchant was never to emerge on the United Planets' Freedom Forces payroll. Otherwise the Turrican may never have seen the light of day and the planet Katakis - currently subject to the tyrannical rule of an Alien-Queen - would have no hope.

The Turrican is a form of assault suit powered by a heart, albeit a mechanical one, strong enough to turn the Tin Man copper-oxide with envy. Sent into battle against the Alien-Queen's forces, known menacingly as 'The Machine', Turrican's task is to save the planet Katakis from this mecha-disease by using every technique available through 12 areas of the Queen's occupied territory. Your job is to control him.

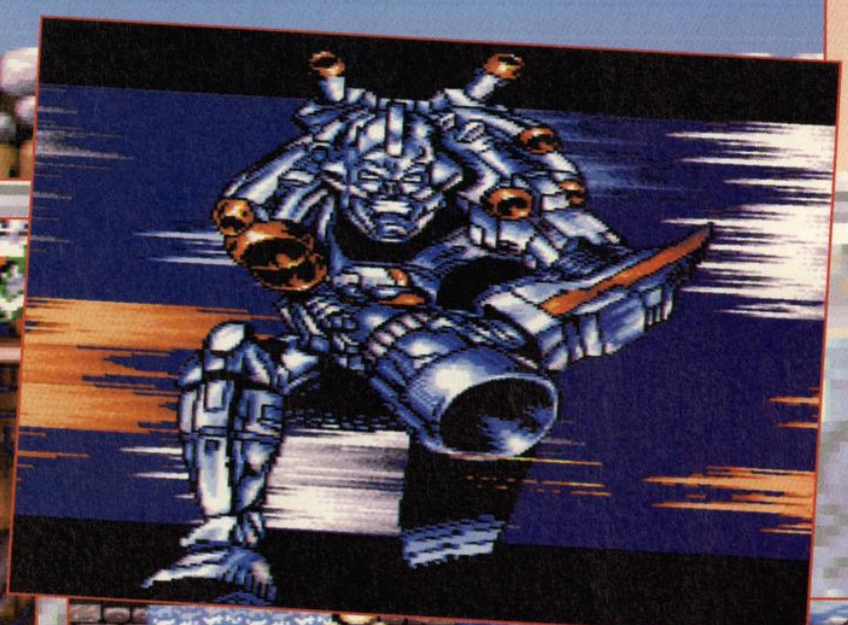


▲ Frustrated by the lack of baddies to waste, Keith S. Turrican took to wandering the streets alone, shooting his weapon off for anyone who'd spare him the price of a cuppa.

SUPER TURRICAN

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



COMMENT

TIM

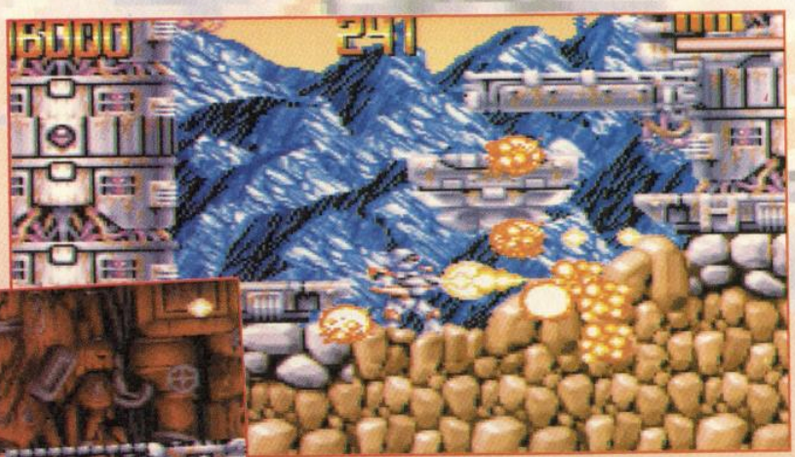
I'm such a big Turrican fan I still spend hours on the Game Boy cart, and the arrival of one of history's most important blasters on Super NES was big news. Fire this baby into the slot and it pulls no punches - at first sight the game is completely awesome and apparently the answer to all your dreams. Graphics are nothing short of brill, and among the most colourful you'll find on any machine anywhere. The trouble is that you can have too much of a good thing, and Super Turrican delivers it in spades. After a while the gameplay starts to get very repetitive, even more so than other versions, and there's no real desire to look towards the next screen because chances are you know what's there. A couple of years ago this game would have blown off your bow tie, but today it's just a better-than-average platformer with nothing in particular to commend. Buy this cart and you can't really go wrong, but just don't expect anything outstanding. Nice try, no trophies.

▼ ...Soon, through the haze of his despair, Keith began to see floating shapes. So he shot them...

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

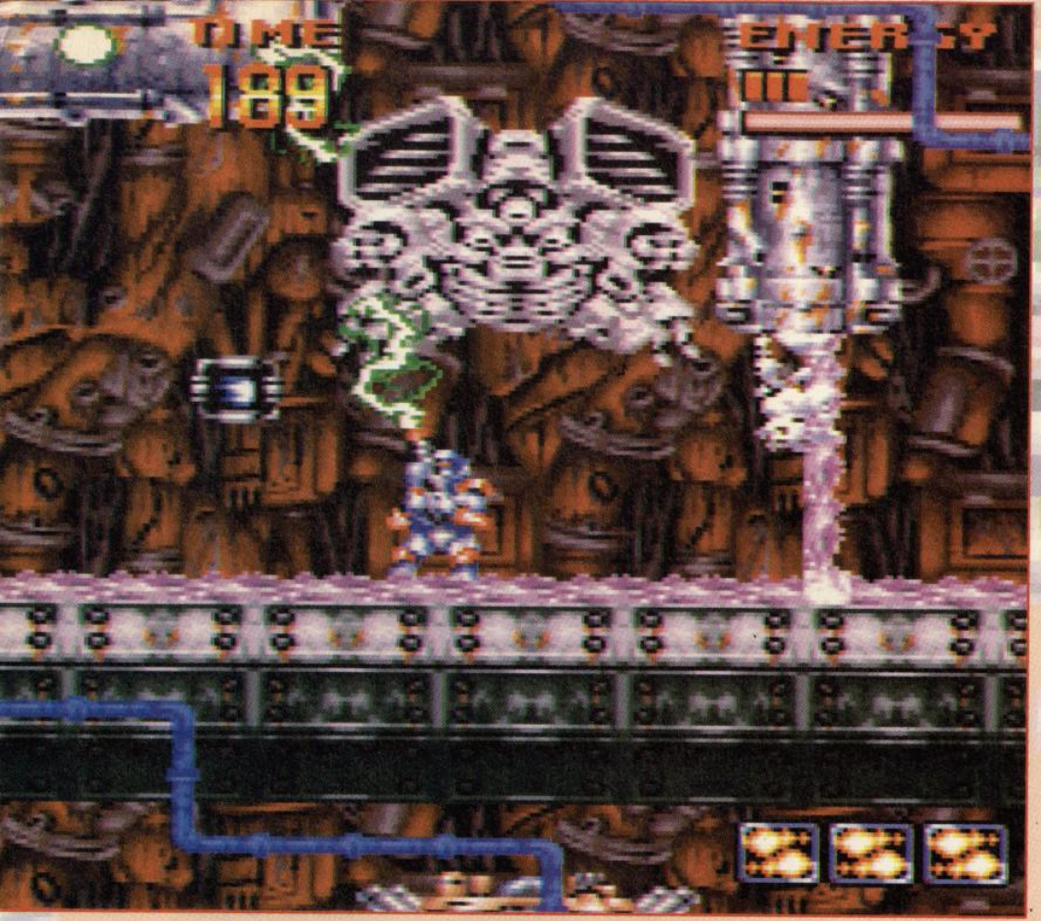
▲ 'By 'eck, it's hard to think of decent captions on a Sunday afternoon,' mused Andy.



COMMENT

PAUL

I doubt Rainbow Arts ever envisaged their 16-bit computer title looking this great! As it turns out, Turrican does warrant this kind of special attention - though I have my reservations. The simplistic nature of its gameplay doesn't really appeal to me - I prefer something that demands slightly more than this dated shoot and explore carry-on. However there's absolutely no denying that Super Turrican is exactly as the title suggests. Whilst the gameplay is quite run-of-the-mill, there's one thing lifting Super Turrican from other platformers: the intensely detailed backdrops which develop on themes set by other titles. For example stage three looks like an R-Type II out-take and influences from Giger's Alien appear later on. No other console on the market could build so much upon such small foundations. Super Turrican makes your Super NES look and sound stunning. It offers a big challenge and lots of it, although the game is not entirely outstanding.



STAY FROSTY

Many of the Alien-Queen's agents are in the habit of buzzing irritatingly about Turrican's head, whilst the larger ones adopt a more direct approach to his demise - crushing him. In answer to this, Turrican has a Freeze-Beam which he uses to stun his enemy, making their disposal that much easier. The bosses, however, are cool enough without the beam's assistance and completely unaffected.

SMART MOVE!

With great power also comes great responsibility. Another of Turrican's more persuasive weapons is his Smart Line - a wave of energy used to cut a swathe of destruction across the screen. Due to the power of this weapon, Turrican is limited to three per level - so the lines are best for wasting the bosses.

HUBBA HUBBA

For a limited period each level Turrican transforms into an Energy Wheel - a spinning, indestructible form useful in tight situations. In this state Turrican has access to areas usually too small and causes the enemy further grief by flinging bombs and dropping mines about the place.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION 73

▲ A slightly cheesy but entertaining attract sequence sets the scene quite nicely thank you very much.

GRAPHICS 91

▲ Each one of the twelve levels is very distinctive and a lot of care has been taken to cram as much decoration into the scenery as possible. Turrican moves with all the grace of a well oiled machine.

▼ Most enemy sprites are fiddly and small!

SOUND 90

▲ Super Turrican is one of the new breed of games to feature Dolby Surround Sound. It shows! Both music and special effects are of a very high quality.

PLAYABILITY 84

▲ Turrican himself responds well and his mission requires an element of thought along the way. The blasting action is relentless!

▼ The gameplay is rather old-fashioned and not exactly gripping.

LASTABILITY 79

▲ It's hard and it's long....

▼ ....and rather laborious.

OVERALL 83

The best version of Turrican available - and that includes Universal Soldier.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: DELPHINE SOFTWARE/US GOLD
- RRP: $99
- RELEASE: OUT NOW
- GAME TYPE: PLT
- CART SIZE: 16 MEG

GAME INFO

- **PLAYERS:** One
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Hard
- **CONTINUES:** Infinite, password access
- **RESPONSIVENESS:** Slow
- **1ST DAY SCORE:** Make it to level 2
- **GAME ORIGIN:** Another old PC game that has filtered onto the Super NES.

CONTROLS

- **HOW TO PLAY:** Guide Conrad throughout various worlds, look for objects necessary for progress and talk to other people.

A — Draw gun

B — Use selected item

X — Nothing

Y — Action button

L/R — Nothing

S — START: Start game
SELECT: Show inventory/pause

FLASH

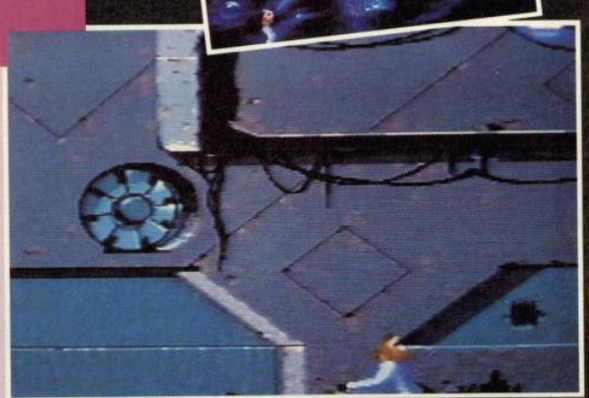
Flashback. For some, the word conjures up images of 'Nam back in '75, with fighter pilots screaming as they crash into jungles ablaze with napalm. Others imagine past hallucinations, like Mr Lizard! But to gamers worldwide, the word Flashback is synonymous with brilliant animation.

Everything that the hero, Conrad Hart, does, he does in real-time. So when he jumps across a gap, he first starts moving into the right position, crouches slightly, springs up and stretches out as he makes the jump. His landings are equally impressive and, if it's a big jump, he stumbles slightly as he recovers from the impact.

All these movements are animated in the same timeframe as a real actor jumping around on TV, so the effect is extremely fluid and life-like. Even if you don't want to buy the game, at least make sure you get a look at it on display somewhere!

PERAMBULATORY PALAVER

As there are so many things that Conrad can do, the control method has to be fairly sophisticated. Rather than assign a button for each separate action, the developer has left the movement of Conrad to the direction pad and his other actions are controlled by three buttons or combinations of button and direction movement.



▲ This place doesn't look like a nice area to hang around, so it's no wonder Conrad's legging it!

"Your energy shield has been recharged. Please come again." ▶

ANOTHER WORLD

Flashback will undoubtedly be compared to Another World and, indeed, the two games are very similar in many respects. The plots are the same — trapped in an alien world - and the presentation follows the same path. Even the control method is similar, but that's not really surprising considering they both have been developed by Delphine Software. Both are very good games, but while Flashback looks better, the gameplay is less forgiving than that of Another World, and it's harder. Take your pick, and pay your money.

FLASHBACK

▲ The next alien to step through that door gets it!

A SLIGHTLY USEFUL TOOL

Fortunately, Conrad is armed with a powerful hand gun. How do we know it's powerful? Well, it makes a loud, satisfying bang when fired! Best of all, it has an unlimited supply of ammo, so you can shoot for no other reason than to hear it boom! Unfortunately, it's too heavy to hold all of the time, so if you want to run or jump you'll have to keep it holstered. To draw it or put it away, press the A button. To fire it, press the action button. While it is drawn, Conrad can move by either edging along like cops do on TV, or by rolling. If you press the draw button while jumping, Conrad will draw the gun as soon as he lands.

COMMENT

ANDREW

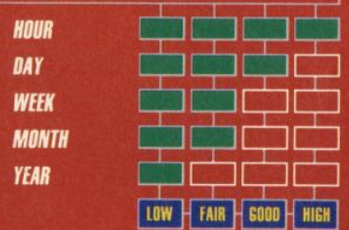
Like everyone else, I was most impressed by Flashback's animation and the graphics are splendid, too. (the Gigeresque graphics of the first level are particularly tasty) Unfortunately, there are a few faults.

The control method is complicated and fussy and takes lots of practise to become familiar with. Also, the game itself is darn hard. Learning the correct way to conquer each level calls for many sacrifices and, personally, I find dying regularly a little disheartening. Still, there is the urge to give it just one more go, and the relief of completing a task correctly is ultimately satisfying - if you get that far. I wouldn't say Flashback's a must-have, but it's definitely worth checking out.

RATINGS

BREAKDOWN

LONG-TERM INTEREST



PRESENTATION 94

▲ A flawless animated intro sequence and story explanations. Password system, with restart points throughout the levels.

GRAPHICS 96

▲ Highly detailed sprites and backgrounds, with superb animation.

SOUND 90

▲ Excellent effects.
▼ Few tunes.

PLAYABILITY 83

▲ Lots to do, and many problems to solve.
▼ Cumbersome to control, and slow to respond.

LASTABILITY 86

▲ Flashback is very hard, and will take a lot of concentration to get through.
▼ Some parts are frustrating to the point of giving up.

OVERALL 85

A beautiful game to look at, but the frustration factor of the control and difficulty take the edge off it.

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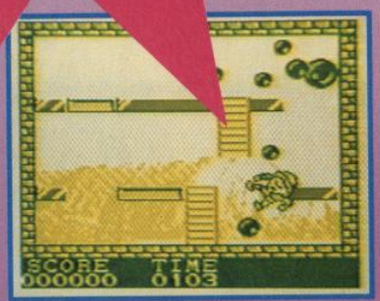
PANG

Nothin' like poppin' balloons in the morning...
Hop around the world popping those suckers, visit strange sounding places, and get hassled by little pests along the way!



▲ Getting trapped in a corner is the easiest part of the game!

Bounce-arama hell

In later stages the number of balloons increases and barriers hang in the air, giving them more things to bounce off. Some of the barriers can be wiped out by shooting arrows - not missiles - at them. A little strategy is needed though, as some barriers actually prevent a blizzard of balls raining down on you.

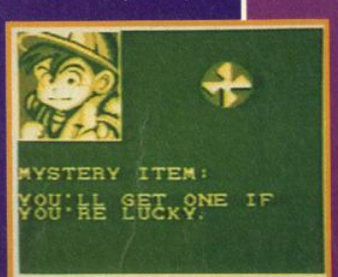
▲ Oh no, another "trapped in the corner" scenario!

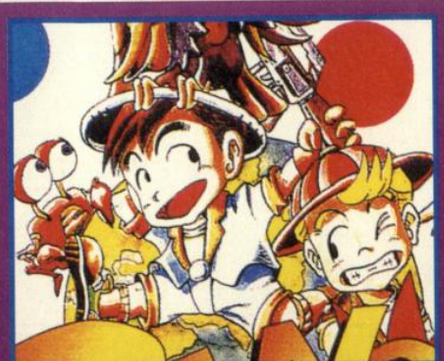
Things that make you say #@*= !

Just as you start foaming at the mouth and getting muscle-spasm attacks, your enemies appear! They are a hummingbird, which flies around and breaks up balloons BUT if it touches you, your firing ability is lost momentarily! There's also a hermit crab, an owl and a bee that do the same, and raise the buttock-clenching factor a couple of notches. ONE friend is another crab that helps you split balloons; DON'T KILL HIM! You'll need all the help you can get!

Something so big ends up so small!

Move Pang left and right, avoiding the balloon(s) bouncing around and fire arrows at them. Arrows leave a wire trail behind them, which, along with the arrowhead, split the balloons in half on contact. The balloons come in three sizes. Keep on shooting them until they disappear. Don't potter around too much, as there's a time limit!





CART SPEC

- **BY: HUDSON SOFT**
- **RRP: $59.95**
- **RELEASE: FEBRUARY**
- **GAME TYPE: SHT**
- **CART SIZE: 2 MEG**

RATINGS

PRESENTATION — 80

▲ Cool anime-style Pang graphic in the weapon briefing sequence and between stage frames.

GRAPHICS — 68

▲ Simple, all the better for it.
Dire slow-down when there are lots of small bubbles floating around.

SOUND — 72

▲ Good effects and tunes that really set the pace.
Nothing out of the ordinary.

PLAYABILITY — 69

▲ A real challenge for power players.
Damn hard for others!

LASTABILITY — 70

▲ Will last you eons...
... If you're prepared to stick with it!!

OVERALL — 68

Simple. Adrenaline-pumping. Unforgiving. Check it out if you want a self-induced cranial embolism.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: SUNSOFT
- RRP: $99
- RELEASE: FEBRUARY
- GAME TYPE: PLT
- CART SIZE: 8 MEG

GAME INFO

- PLAYERS: 1
- CONTROL: Joypad
- GAME DIFFICULTY: Challenging
- CONTINUES: 3
- RESPONSIVENESS: Precise
- 1ST DAY SCORE: 63980
- GAME ORIGIN: The circus and all its frivolity.

CONTROLS

- HOW TO PLAY: Prove Aero's worth as an acro-bat as he leaps toward his ultimate showdown with the Edgar Ektor.

A — NO FUNCTION

B — JUMP AND DRILL!

X — HOVER

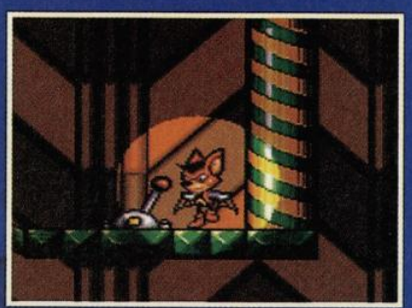
Y — THROW WEAPONS

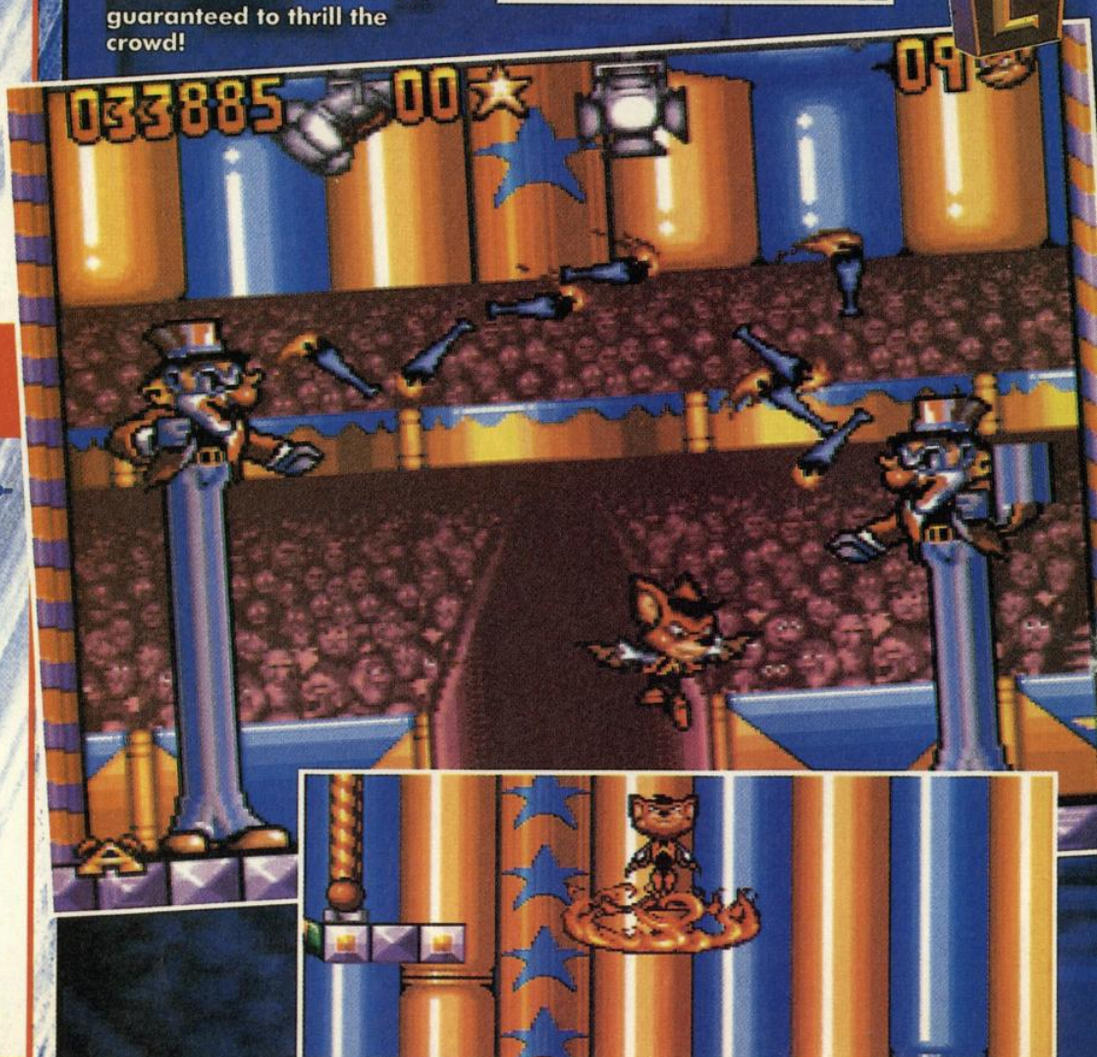
L/R — L: NO FUNCTION
R: NO FUNCTION

S — START: STARTS/PAUSES
SELECT: NO FUNCTION

The Evil Edgar Ektor can do nothing wrong - no matter how hard he tries! This is largely due to his employment as a clown for the past 30 years and being paid to make a hash of everything. Old habits, he is loath to admit, are hard to break. Previously known as Amiable Edgar Ektor, this sorry old dolt is jealous of the success of a newcomer to his circus - one Aero the AcroBat. Something of a freak, Aero wows the crowds wherever the circus travels with his daring-do on the flying-trapeze and high-wire expertise. Whilst Edgar wipes the shaving-foam of yet another custard pie from his eyes, Aero is expelled dramatically from the mouth of a cannon to thunderous applause. Somehow old Ektorr is being made to look pretty feeble in comparison. Prefixing his name to 'Evil', Edgar sets out to exact his revenge on the circus by putting Aero at risk with the most fiendish traps ever devised.

Of course this is just the opportunity Aero needs to further demonstrate his prowess as a performer. Guide Aero around a world made unsafe by Evil Edgar and help him put it to rights by bungee jumping, trampoline bouncing and water diving his way into peoples hearts forever. Something of a platform-puzzle game, Aero the Acro-Bat's adventure is guaranteed to thrill the crowd!





AERO ACRO-BAT

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

EAR-FLAPPING FUN TIME!

Aero's insatiable appetite for public appreciation knows no bounds! Feeling somewhat restricted by the varied and challenging puzzles placed by Edgar, Aero goes in search of even more amusement presented to the player in the form of Bonus Rounds.

Free-falling: Taking a dive from a diving board raised hundreds of feet from the ground, Aero receives mulitiple bonus points for successfully positioning himself through sets of rings and landing in a pool of water. Should he fail he's only guaranteed multiple fractures.

Roller-coasting: Aero is given a second chance to enhance his ultra-sonic abilities on a nightmare roller-coaster ride. His journey along the rails is interrupted by spiked barriers that are either leapt or ducked by Aero as he travels.

ALL THE FUN OF THE UNFAIR

Aero acknowledges that the obstacles set by Evil Edgar are devious, but he isn't worried. Not in the least. Not when Aero is the master of everything the circus can throw at him - except, perhaps, sharp knives. Overcoming obstructions that require much more than a quick jump involves Aero's use of the circus equipment.

Cannon: By climbing into a cannon Aero is blasted into the air. The height he reaches is determined by a meter that appears on screen once the jump button is pressed.

Bubble Machine: A gentler approach to gaining height is afforded by the bubbles blown from this machine. However the support they provide is insubstantial at the best of times, so speed is necessary when hitching a ride from these.

Trampoline: Trampolines tend to lie between beds of spikes so precision bouncing is required of Aero to avoid being multiple-scewered!

REVIEW

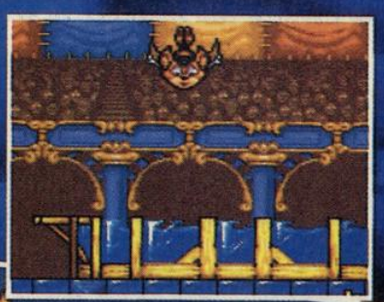
SUPER NINTENDO ENTERTAINMENT SYSTEM

AERO-NAUTICS

With both feet off the ground Aero is faced with the problem of finding a safe way down. Parachutes are great for letting Aero down gently, especially when there is a nasty bed of spikes lying below him. Exploration of the higher reaches of any location is made possible with the collection of Aero Wings as they give a few seconds of flight for the mouse-like fellow. Lastly, in addition to the drill attack that Aero possesses as standard, a lightning icon assists him with the power for a double drill that allows him to access higher platforms and other power-ups.

▲ Excuse me sir, may I see your television license.

▲ The plot takes an interesting twist for Aero.



▼ Batting eyelids takes on a whole new meaning! Much to Clown-face's dismay.

COMMENT

PAUL

The arrival of a legitimate platform-hero has been a long time coming, but Aero manages to fit the bill - just. After so many characters trying to achieve Mario status, at least Aero has some unique talents and makes good use of them too. They're not the best techniques in the world, mind - his attack method requires precise control and his recovery is slow should he miss the target. Otherwise Aero is an exciting character to master and the tasks laid before him are varied and challenging. There is quite a lot of pattern learning involved - fatal obstacles placed in such a way that they are near-impossible to predict upon the first try. The real fun is provided by brilliantly novel features and the pleasantly surprising situations in which Aero is placed. All in all, Aero is the most refreshing and innovative game to appear in quite a while and well worth your time.

▲ Ooargh - let me down! Let me down!

▼ Aero! Put your clock away lad! Tsch.

COMMENT

ANDY

I think we may be witnessing the birth of a new console hero - and one that hasn't been borne out of hype. Aero is a joy to behold. He's one of the cutest, best animated characters I've seen in quite some time, and once you get the hang of him he's a pleasure to control. The game layout makes the best of his abilities, hiding many bonus icons in hard-to-reach places. The challenge is quite varied for a platform game and manages to bring a few fresh elements to what is fast becoming a tired genre. As far as gameplay is concerned, it's tough enough without being frustratingly unfair - and you'll probably return to it once you've completed it just to take another bungee jump or two. If I've got any gripes they're that the game is a bit of a slow starter and that Aero isn't all that good at disposing of baddies, but that's not such a problem as the game is more about using your platform skills than killing stuff. A great future awaits Aero, so take a look!

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION			■	
CHALLENGE			■	
REFLEXES				
ORIGINALITY			■	

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	
DAY			■	
WEEK			■	
MONTH				
YEAR				

PRESENTATION 76

▲ No screen is without colourful decoration. Aero's presence just about everywhere is always entertaining.

▼ No original ideas here though. It isn't difficult to plaster a character's face into every nook and cranny

GRAPHICS 88

▲ Crisp, detailed images and a vivid use of colour are complimented by smooth animation in the foreground and background.

▼ The majority of enemy sprites are a bit small and aren't particularly striking, despite the detail.

SOUND 86

▲ A wide variety of haunting tunes based upon the circus theme.

▼ Sound effects have been kept to a minimum, which is something of a lost opportunity.

PLAYABILITY 84

▲ The player's mind is occupied the whole time with Aero's many tasks. It is satisfying to control the Acro-Bat with skill.

▼ At times the requirements of the game are too exacting, leaving no room for small mistakes. This hampers the fun somewhat.

LASTABILITY 81

▲ This game is challenging, though not impossible; tough but not disheartening.

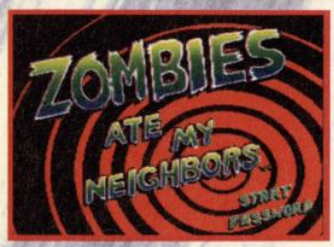
▼ The game is quite linear and doesn't hide too many secrets

OVERALL 86

A new platform hero flaps onto the Super NES and brings a breath of fresh air in with him. Whilst not perfect, Aero's still a top game and comes recommended.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- BY: KONAMI
- RRP: $99
- RELEASE: FEBRUARY
- GAME TYPE: SHT
- CART SIZE: 8 MEG

GAME INFO

- **PLAYERS:** 1-2
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium to Tough
- **CONTINUES:** Password
- **RESPONSIVENESS:** Ger-oovey
- **1ST DAY SCORE:** Level 20
- **GAME ORIGIN:** A parody of every horror B-movie ever played like Gauntlet

CONTROLS

- **HOW TO PLAY:** Guide your little person around the top-view perspective maze levels saving as many neighbours as possible.

A	SELECT WEAPON
B	SELECT ITEM
X	FIRE WEAPON
Y	USE ITEM
L/R	L: RADAR ON/OFF R: RADAR ON/OFF
S	START: STARTS/PAUSES SELECT: NO FUNCTION

Things would never be the same for Zeke and Julie after their dad got a new job and took his family to Hammer House, Amityville. Unbeknown to just about everyone outside the place, this is the home of all the crap horror movies ever made. Not because of its cheap filming rates, not because of the friendly locals, but because of the zillions of monsters roaming around the area.

Zeke and Julie are public-spirited types and, realising that the majority of Amityville's inhabitants met premature deaths at the hands (and mandibles and claws and tentacles) of cheesy zombies and the like, decided to do something about it. Naturally the Mayor wasn't very happy with them for attempting to destroy the main source of income for the city and tipped the forces of evil off, who immediately swarmed onto the streets to defend their livelihood.

Zeke and Julie's mission is to run around the town "rescuing" their neighbours, who are for the most part, just standing around because they're used to all this terror business. Save all the townsfolk and the monsters flee the town, with the populace right on their heels looking elsewhere for gainful employment.

▲ I'd like to see the cat that drinks from this saucer. Ho ho. Steve told me to write this, so if you don't think it's funny, complain to him.

SCARY MONSTERS TO SCARE YOU

The odds might seem completely stacked against our pals, but there are a number of things to help them out. First, by pressing the L or R buttons you can call up a small radar screen which shows if there's a hostage neighbour in the vicinity. These luckless individuals show up as glowing dots, and only disappear when either rescued or eaten. There are also certain safe spots. The trampolines the kids use to leap high walls and fences provide protection from beasts until you step off them, and the pools of water and toxic waste, despite their appearance, are actually safe havens from undead attack. Therefore it's a good idea to rescue swimming or bouncing neighbours last, as they're in no immediate danger.

▲ Eeh I don't know, these shopping centre security guards seem to get younger each year!

▲ Go on, just one kiss!

REVIEW

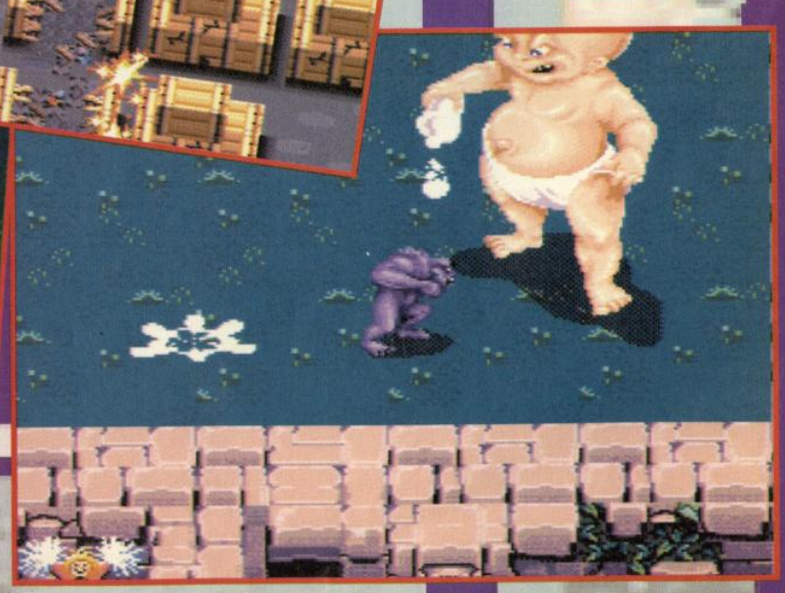
SUPER NINTENDO ENTERTAINMENT SYSTEM

EVIL TO SURPRISE YOU

There are loads of bonuses hidden around the mazes of each level. Some of these are just lying around in plain view of everyone, while others are hidden. Searching cupboards, wardrobes, snake baskets, rubbish bins and sand dunes is a good way to uncover hidden items, although caution is advised. Certain storage areas contain purple monsters which leap out and attack our heroes!

ombies

sive®



NMS SEAL OF QUALITY SEAL

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

1 Steve and Andy want to work on the bins, and Zombies allows them to perfect their bin-related skills as they search them for bonuses.

2 Whenever a civilian is rescued, the player is given points for going to all that trouble - with the cheerleaders worth the most.

3 Whatever you do, don't try this at home kids - the heroes in Zombies can't swim but they get by somehow...

4 S'funny, they always have trampolines at school but you're never allowed to use them. Zombies rectifies this.

5 See the hero with the gun. See the hero shoot the baddy. See the baddy disappear only to reappear seconds later.

6 Ladieswear - going down... Complete a level and this door appears to whisk you away to the next stageroonie.

SCREAM IN TERROR!

To aid Zeke and Julie in their tireless heroism, the neighbours have left a vast arsenal of handy weapons around the homes and gardens of the neighbourhood. Once collected, each weapon is selected via the A button and fired using the X button. All the weapons have a limited ammo supply, which is shown under the little weapon icon at the top of the screen. Here's a brief resumé of each weapon:

WATER PISTOL: Your only weapon at the start of the game. Has stacks of ammunition and is effective against less powerful creatures, such as zombies, but not so hot against werewolves and the like.

SODA POP CANS: Thrown like grenades, these highly pressurised six-packs explode on contact and do a fair whackola of damage.

LAWNMOWER: Has only a limited fuel supply but is essential for getting past the deadly barbed fungus which spreads rapidly through some levels.

PLATES: One of the most powerful weapons in the game, with a good range to boot- save them for use on mummies and vampires.

TOMATOES: Normally a pretty useless weapon, but these come into their own when chucked at fruit-wary Martians.

BAZOOKA: The bestest weapon going. Not only good for killing foes, it also allows the kids to blast their way through hedges, cracked walls and windows.

BUBBLE GUN: Found wherever Martians hang out, this encases an enemy in a bubble until you touch them to set them free (not a good idea). Best used against giant ants.

ANCIENT ARTIFACT: This crumbling relic encircles the user with a ring of holy flame which instantly destroys werewolves and mummies but is slightly less effective against other horrors.

ICE POPS: Usually a bit feeble, these iced treats come into their own when lobbed at those annoying Jelly Blobs, thereby freezing them to death.

FIRE EXTINGUISHER: Freezes any opponent, but only for a short time. Handy when you have to dodge out of a corner.

SILVERWARE: Silverware being made out of silver an all, these knives and forks are dead handy when it comes to battling werewolves.

▲ Any evening, any day. You will find us Lambeth way...

Zombies

SCARED WITLESS

Throughout the game you will stumble across items that are inscribed with a question mark. Collecting these will enable you to enter a bonus level where loads of goodies can be collected.

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

▲ "Little Blue. Little Blue. Why do they call you Little Blue?" Anyone remember that? No? Well I am a bit of an old fart really anyway - Steve.

FREEZE WITH HORROR!

Both Zeke and Julie both have a second item slot. The gear contained in this cubbyhole includes both offensive and defensive stuff, selected with the B button and used with the Y button. They are:

GHOST KID POTION: Become invincible by drinking this blue gunk! Works for a limited period only.

DECOYS: Release an inflatable clown decoy and watch those hordes of monsters home in on it instead of you. Once it's attacked it pops, though, so scarper sharpish.

KEY: A key is automatically used every time your character walks into a locked door, so there's no selection hassles when you're running away.

SKELETON KEY: Only obtainable after dealing with particularly large monsters, these grant access to the skull doors found in some levels, with something very rewarding usually hidden behind the portal.

RANDOM POTION: The effect of this drink could be beneficial, or it could be very bad indeed. Only for use in emergencies.

PANDORA'S BOX: Open the box and it unleashes mysterious forces of the Netherworld, destroying all monsters on screen - or severely damaging very huge ones.

MONSTER POTION: The red potion temporarily transforms your character into an invincible super-beast with fists the force of bazookas and the ability to pound through walls, hedges, windows and other poundable stuff.

SPEED SHOES: Endows your monster hunter with, surprise surprise, super speed.

FIRST AID KIT: Fully replenishes your energy bar. Best used when your damage meter is at its lowest ebb for maximum effect.

▲ Don't look in the cupboard whatever you do. No don't look... Don't... Gnnn!!!

COMMENT

RAD

Hurray! Konami have once more given us a well-deserved break from platform games and one-on-one beat 'em ups. Zombies is a highly original new game with loads of action. There's tons of weapons and a heap of monsters, all of which require different tactics to defeat - avoiding the usual run 'n' shoot affair. Zombies also has that rare game commodity - a sense of humour. For once, here's a game which is actually funny. The forty-five levels of the game get really hard after about the first ten, which ease you into the swing of things - ensuring it'll take you yonks to finish the game. Even then it's such good fun you'll go back and play it until you know where all the bonuses are and you've been to all the bonus levels and seen everything about a hundred times. Original, enjoyable and challenging, Zombies is one of the best Super NES releases of the year.

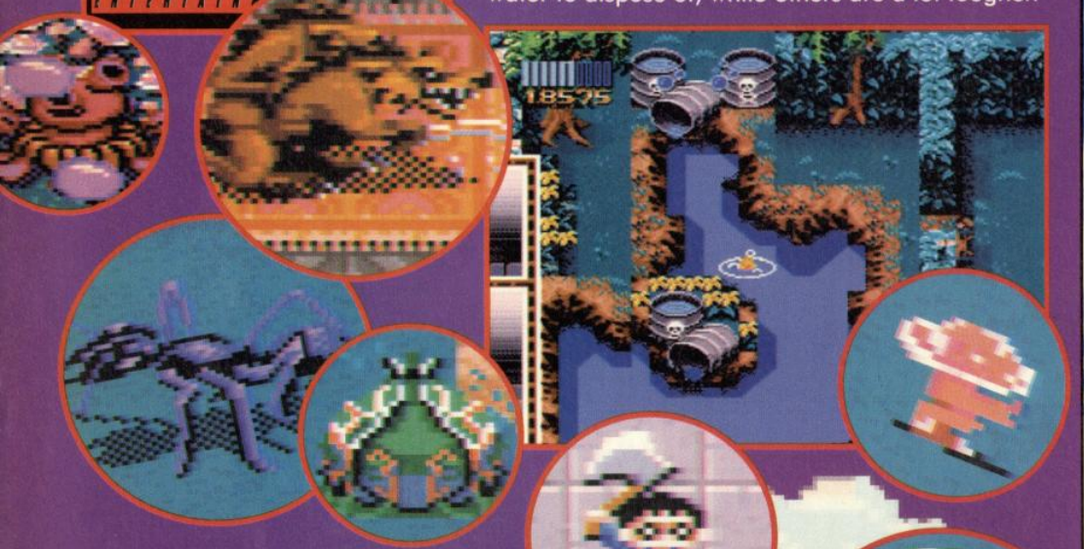
RAD

REVIEW

SUPER NINTENDO ENTERTAINMENT

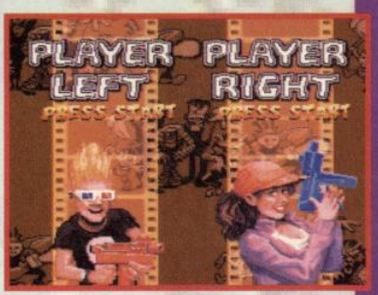
SHOCKS TO MAKE YOU JUMP A BIT

There's a whole host of terrifying horror legends stalking the Zombies' many levels. Some of them are pretty feeble and take the merest squirt of water to dispose of, while others are a lot tougher.



▼ Mummy wow. I'm a big boy now!

▲ Zombies - The only game to feature Steve Merret in the nude. Actually it's a Snakeoid.



COMMENT

STEVE

This is, without a doubt, one of the best games I have ever played. Zombies takes ideas from virtually every B-movie I've seen and incorporates them into a funny and immensely playable game. Running around the assorted levels, avoiding chainsaw-wielding fiends and Evil dolls is brilliant fun, and Konami's graphic style is present throughout - ensuring most of the B-movies stars are instantly recognisable. There's plenty to shoot, collect and avoid, and although there's a handy password system you won't complete this in a hurry. One gripe: it's a little unfair when there's only one civilian to rescue and the zombies get to them before you can get your bearings. Basically, Zombies is like a breath of fresh air. It's by no means original, but it looks great, plays brilliantly and is as varied a game as you could ever ask for. As far as I'm concerned this is the best game of the year so far - and I can't see anything changing that for ages.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION 87

▲ Great intermission effects and an interesting title screen.

▼ No options.

GRAPHICS 90

▲ Great sprites and backgrounds. Perspective is perfect and the detail and the use of colour is smart.

SOUND 92

▲ Atmospheric music accompanies each level and the effects are groovy.

PLAYABILITY 94

▲ Really easy to get the hang of, loads of variety, good controls, and suitcases of fun.

LASTABILITY 95

▲ Forty-five levels await ye, and even when you've managed those you'll still play it.

▼ Password system makes it a bit easier.

OVERALL 94

One of the most inspiring new releases in years. You really, really have to buy this.

DESIGN A MARIO T-SHIRT

WHAT YOU CAN WIN!

1st prize: A Nintendo Super NES system plus two games.
2nd prize: $250 worth of groovy clothes and/or caps from Top Heavy.
3rd Prize: $100 worth of Nintendo streetwear from Top Heavy.

We know that you lot fancy yourselves as game designers because of the amount of game plans Fat Boy gets in the mail, BUT, what are you like as graphic designers? Well, we're about to find out 'cos Top Heavy T-Shirts are going to give you some ultra-cool prizes to encourage you to jot down your design ideas for a Mario t-shirt and, maybe, achieve nationwide fame if your t-shirt is cool enough to actually be made!

All you have to do is trace the outline of the t-shirt on this page, and then draw whatever you like on it, as long as it features the irrepressible Mario Mario. Then write your name and address on the back and send your masterpiece(s) to: This Is My Idea And It's A Good One!, NMS, PO Box A305, Sydney South, NSW 2000.

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REVIEW

GAME BOY

CART SPEC

- BY: HUDSON SOFT
- RRP: $59.95
- RELEASE: FEBRUARY
- GAME TYPE: PLT
- CART SIZE: 2 MEG

GAME INFO

- **PLAYERS:** One
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** Three
- **RESPONSIVENESS:** Good
- **1ST DAY SCORE:** Last area of Stage 2
- **GAME ORIGIN:** Felix is actually an Australian cat, and his old animated adventures are famous worldwide.

CONTROLS

- **HOW TO PLAY:** The pad is used to manoeuvre Felix through the masses of obstacles that hinder him from saving Kitty. Pretty much the generic platform game controls.

A Jump/fly/swim depending on which area Felix is in.

B Kill -sorry- "use magic item"

S START: Pause

S SELECT: Generally not a lot!

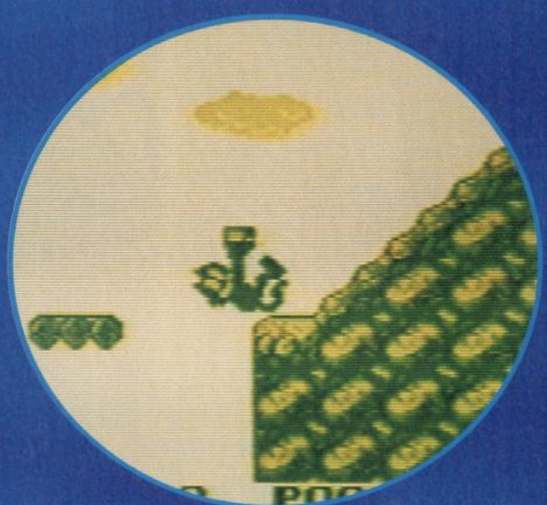
You've watched the show, bought the T-shirts, stationery and nostril hair picker, now play the game! Help Felix rescue his girlfriend, Kitty, from the clutches of The Professor. She's been kidnapped, and the evil dude wants Felix's magic bag of tricks as ransom. Needless to say, our feline friend won't put up with such bollocks, so join him in a worldwide search to get the girl and waste the baddies!

feli

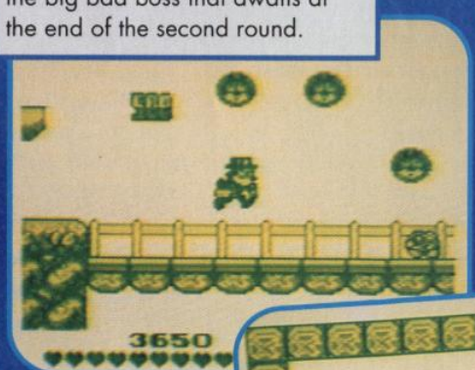
THE C

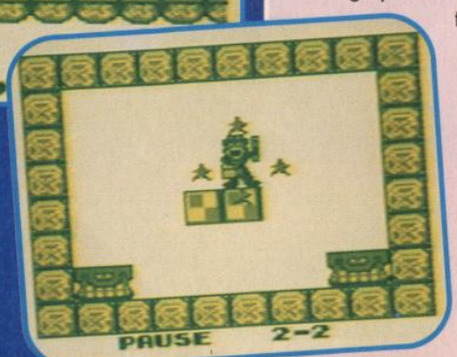
the "p" syndrome

After a rather non-eventful title screen, Felix is dropped into a side-scrolling platform-kinda-deal and the adventure begins! Negotiate various obstacles (trees, plunging abysses, moving platforms) and collect any Felix tokens along the way. Knock out any nasties as you progress by using the punching glove from your bag of tricks. This is your standard weapon. The game has five areas, each of which has two rounds. To clear the area, defeat the big bad boss that awaits at the end of the second round.



▲ All the excitement gets to Felix, and here we see him taking a cat-nap.



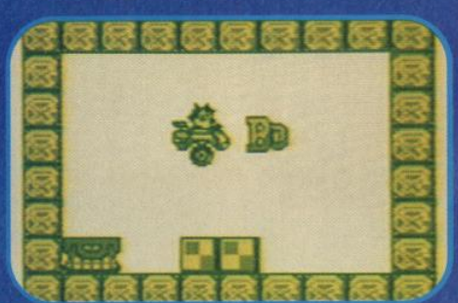


i WANNA tank AND i WANT it NOW!

Make sure you explore each area thoroughly as there's a bonus stage or two hidden somewhere, usually off the screen in the stratosphere. They appear as an innocent looking suitcase. Stand on top of the luggage, press down and voila! Ooodles of tokens for the taking!

don't Lose it!

To keep your current item, you must collect milk bottles that appear after you collect five tokens. Check your items status via the slowly diminishing line of hearts at the bottom of the screen and keep on collecting dem bottles!



▲ Ta-da! Felix in the bonus stage, strangely deprived of bonuses. Oh well, Felix seems happy enough.

bLast-a-rAMA

A heart appears after you collect 10 tokens. Once collected, you get, for a limited time only, a special item. These range from a... erm... magic energy blast-thingy, a rather swish one-wheeled car, and a rumbling tank (Felix... driving a tank!?) which gives big Arnie's Humvee a run for its money! You move through these items as you accumulate more hearts.

COMMENT

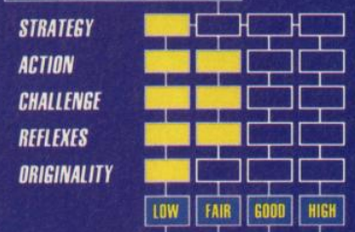
AMOS

All in all, a quite playable game. The Felix sprite is OK, but a bit on the smallish side. When you stand still, he taps his foot and scratches his nose impatiently, and the vehicles he picks up putter along quite nicely. Some of the other sprites, however, are a bit small and undefined. The backgrounds are good, and the more complex ones, like the Egyptian tomb, add a nice change without overwhelming the screen. The sound and music are well done, but fail to be particularly brilliant.

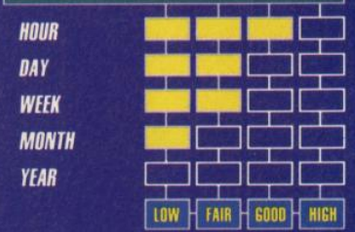
If you liked Flintstones or Agro Soar on Game Boy, this is for you.

RATINGS

BREAKDOWN



LONG-TERM INTEREST



PRESENTATION 68

▼ Boring title screen, not many options at all!

GRAPHICS 72

▲ Good variety of simple and complex backgrounds
▼ Murky sprites

SOUND 73

▼ Stock standard effects

PLAYABILITY 71

▲ Gets more interesting as you go along
▼ Initially rather dull

LASTABILITY 75

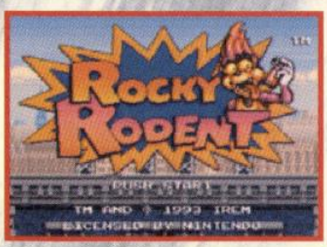
▲ You'll probably get a good run for your money
▼ No password system

OVERALL 74

Hardly original, but worth a look. Gets better as you go.

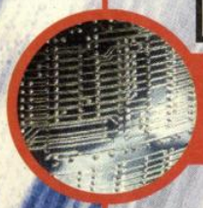
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- **BY: IREM**
- **RRP: $99**
- **RELEASE: JANUARY**
- **GAME TYPE: PLT**
- **CART SIZE: 8 MEG**



GAME INFO

- **PLAYERS:** *1*
- **CONTROL:** *Joypad*
- **GAME DIFFICULTY:** *Medium*
- **CONTINUES:** *5*
- **RESPONSIVENESS:** *Okay*
- **1ST DAY SCORE:** *Completed Five Levels*
- **GAME ORIGIN:** *A new game based on the adventures of Rocky Rodent.*

CONTROLS

- **HOW TO PLAY:** *Guide Rocky through the platform levels leaping over or hair-attacking enemies, whilst steering clear of the energy-sapping meanies.*

A — **NOTHING**

B — **JUMP**

X — **NOWT**

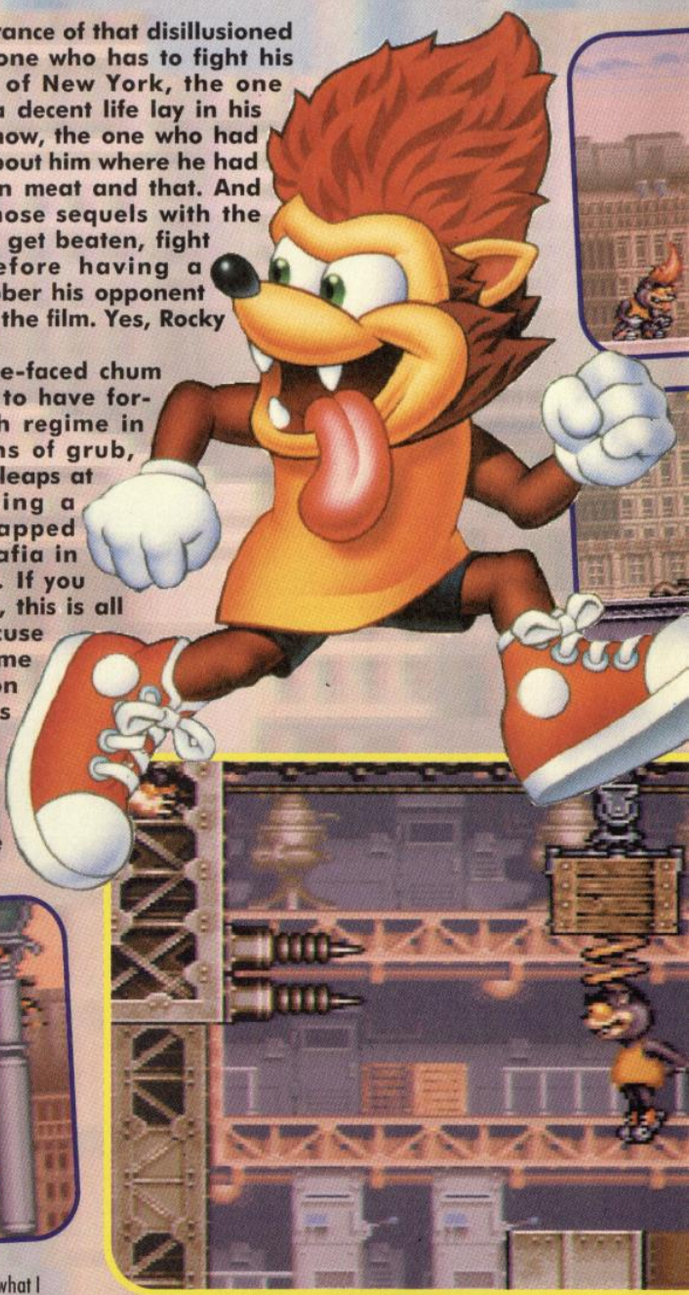
Y — **USE HAIR/RUN**

L/R — **L: NE PAS DES FUNCTIONES**
R: NIL DE FUNCTIONES

S — **START: STARTS/PAUSES**
SELECT: NO FUNCTIONO

Yes, it's the re-appearance of that disillusioned Italian rodent. The one who has to fight his way out of the slums of New York, the one whose only chance of a decent life lay in his boxing abilities. You know, the one who had that smart film made about him where he had to punch all that frozen meat and that. And then there were all those sequels with the same plot, where he'd get beaten, fight some more meat before having a rematch, and then clobber his opponent in the dying seconds of the film. Yes, Rocky Rodent is back.

However, our weasle-faced chum (no, not Steve) seems to have forsaken his strict health regime in favour of scoffing tons of grub, which explains why he leaps at the chance of rescuing a restauranteur's kidnapped daughter from the Mafia in return for a free feed. If you hadn't guessed by now, this is all just a thinly-veiled excuse for a new platform game featuring a new cartoon character who features a neat line in deadly haircuts. So, with an assortment of quiffs at his disposal, Rocky begins his quest for the meal of a lifetime...



▲ Yeah, I know it's daft, but it wasn't what I asked for.

HAIR HE COMES

Like most rodents, Rocky always finds time to look after his coiffeuration (that's a haircut, by the way). In fact, his immaculately-spruced bonce is his front line of attack against the Mafia animals which stand in his way. By breaking open golden bins or gift-wrapped boxes Rocky uncovers the tools required to fix him with one of a series of special haircuts, including...

SPIKY PSYCHOBILLY AFFAIR:
This haircut is sharp enough to stab people to death with, and may also pointed foes in a stabbing motion. It is also possible to stick it into certain blocks and swing yourself up to higher heights by mere neck power!

CLEAVER MOHAWK THING:
A razor-sharp barnet which is so sprayed-up it can be thrown across the level without disintegrating, slaughtering anyone it comes into contact with before returning to Rocky. Unless it hits certain blocks in the wall, whereupon it sticks and acts as a springy platform until Rocky calls it back with a button press.

LAST OF THE MOHICANS PONY TAIL JOB:
Collecting a flower pot (obviously) gives Rocky this whip-like extension to kill his foes, and also acts as a great grappling hook for Tarzan-style swinging antics! Huzzah!

Rocky Rodent

COMMENT

STEVE

Endearing as the character may be, Rocky Rodent won't be finding his way into my Super NES again. Whilst Irem have added some neat touches to Rocky's very basic platform antics, the dodgy sprite detection and overlong levels hardly inspire the player to progress through to the kidnapped girl. Admittedly, Rocky is a very polished game, and I particularly liked the carpet section where Rocky runs to avoid being dragged into a hole, and the assorted hairstyles are a novel slant on the power-up theme, but these features are no substitute for a lack of playability. Basically, playing Rocky Rodent is like buying a sandwich and finding only the front bit has got any filling - most annoying.

▲ What egg? Where?

▲ Kindly walk this way please, Mister Egg.

COMMENT

RAD

Why look - it's another cute character licence. A cynical bid for product recognition? Surely not. Still, that's the wacky world of business for you, what about the game? Well, it's a bit different to the usual fare, that's for sure. The haircut and sprinting requirements do lift this out of the realms of the bog-standard platformer. Sadly though, the implementation is under par. The collision detection is unfair, each level looks too samey so it's easy to get lost in certain areas and there's seems to be no sense of order to the proceedings at all. It's not bad, in fact, if it were a bit faster it'd be pretty darn good, but as it is the presentation and spark of originality can't quite make up for the average feel Rocky Rodent gives out.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION	■	■		
CHALLENGE	■	■	■	
REFLEXES	■	■		
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	
DAY	■	■		
WEEK	■			
MONTH				
YEAR				

PRESENTATION 82

▲ Lots of intermissions and cartoony bits
▼ No options and it's impossible to skip through those lengthy intermissions.

GRAPHICS 84

▲ The Rocky sprite is well done and humorous. The backdrops are really smart.
▼ A lack of variety in the enemy sprites.

SOUND 78

▲ Adequate effects
▼ Barely adequate tunes

PLAYABILITY 76

▲ A lengthy game and there's a good deal of variety.
▼ However, it's very slow in places, and not all that original.

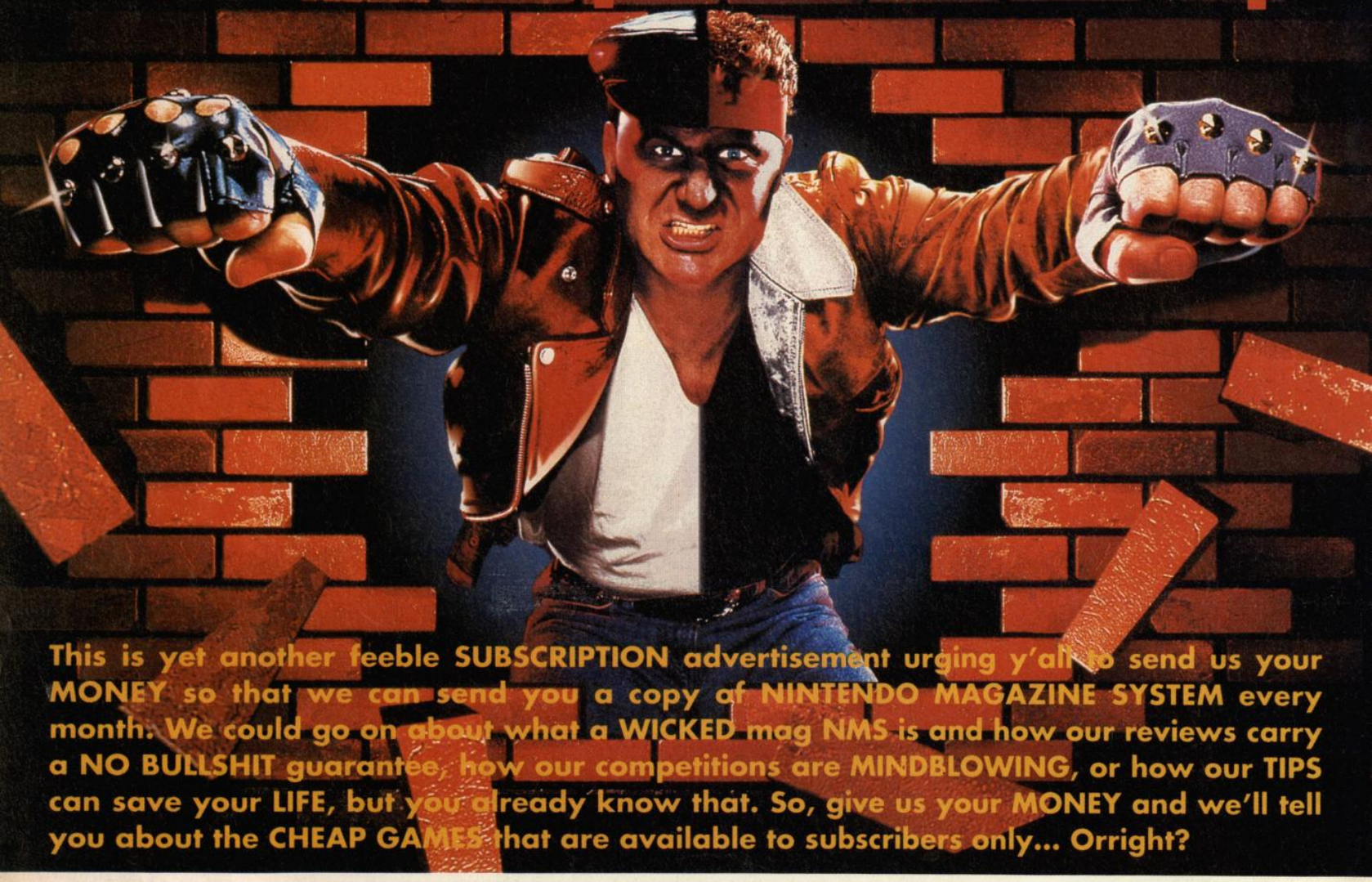
LASTABILITY 72

▲ It gets pretty difficult on the later levels.
▼ Although you might get bored of it before then.

OVERALL 73

An average game, but it's just too slow and cumbersome to be really enjoyable.

Give us your money!



This is yet another feeble SUBSCRIPTION advertisement urging y'all to send us your MONEY so that we can send you a copy of NINTENDO MAGAZINE SYSTEM every month. We could go on about what a WICKED mag NMS is and how our reviews carry a NO BULLSHIT guarantee, how our competitions are MINDBLOWING, or how our TIPS can save your LIFE, but you already know that. So, give us your MONEY and we'll tell you about the CHEAP GAMES that are available to subscribers only... Orright?

Hell yeah! Here's my money, now gimme the magazine!

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Don't send cash 'cos it'll get stolen. Payment is for one year/12 issues. Allow four weeks delivery. If you don't want to ruin your copy of NMS by cutting this coupon out, relax 'cos photocopies of this form are fine by us.

NMS MAIL BAG READER SYSTEM

Phew! It's a new year and Fat Boy is back, bigger and, well, just bigger than ever before. Unfortunately, he is suffering from a severe bout of post-Christmas indigestion and is not in a very good mood, so NMS would like to apologise to those readers who sent in the letters printed below.

If you have something to say or you'd just like to be insulted, write to *Mailbag, Nintendo Magazine System, PO Box A305, Sydney South, NSW 2000.*

DEAR FAT BOY,

Salutations and humble greetings to one and all. Somebody... anybody, please help me!! I've just bought Tecmo's Super NBA Basketball and I'm suffering flashbacks at work. By jingo, it's an awesomely mighty game!

What do you guys think?

Bryan Morand
St.Kilda East, Vic

We agree. Even Rod, who can be leading a game by three points with 0.7 seconds to go and still lose! Ha! To solve your problem, play NBA Jam and reduce yourself to a blithering idiot instead of a mere fool.

DEAR FAT BOY,

In your October 1993 issue you said you can't illegally copy games because Nintendo protected them. Well, pirate BBS boards have opened with Super NES games. You pay $30 a month and you can download 4 megs a day, for an hour at a time, to Super NES disc drives. My friend does this and gets brand new games, such as Goal, Japanese Mortal Kombat, Super Mario All-Stars, etc. These guys are killing the industry; can Nintendo do anything?

Mark Erjavec
East Kew, Vic

Yes. In fact, it's all subject to a court hearing at the moment. The odds are that the more well-known BBS boards will eventually be closed down. The smaller, local ones will be harder to police.

DEAR FAT BOY,

I am not an N-Head, so I cannot comprehend how people derive pleasure from staring at a screen and punching buttons. But, I love reading 'Mailbag'. Your insults are so hilarious, Fat Boy, that I'm beginning to think that there may actually be something to be said for gamers.

Mickey Moose
Carlton, NSW

You cannot comprehend why normal people "derive pleasure" from playing Nintendo. That's because normal people have a brain. And you clearly do not. Get a life.

DEAR FAT BOY,

My mum won't let me get two Super NES games. What should I do?

M. K. Gosman

Turn into a blithering idiot and convince a psychiatrist to commit you. Your mother will feel so guilty that she'll give you all the games your heart desires - if they ever let you out. It worked for Phil. Sort of.

DEAR FAT BOY,

Me and my friend are very good players at Super Mario Kart on Super NES because we always come first with Koopa Troopa and Toad! So if you would like to challenge us to a match please phone or write to us.

Debbie Settle & Danielle Nelson
Ferryden Park, SA

Don't make me laugh.

▲ Thank you to the mysterious G.S., whose name and address I can't seem to put my hands on right now, for this incredibly lifelike portrait of myself *mano-a-mano* with the SFII pussy, Zangief. Naturally, I won.

DEAR FAT BOY,

I need help. I am 14 years old, very good looking, extremely intelligent, the best at Street Fighter II, modest, and I haven't had a girlfriend for ages. So, if you are female and don't have a boyfriend, (or want a better one), write to me.

By the way, Fat Boy, you are my hero! I love the way you pick on 90210. It is the most spasmo show this side of the black stump. Do you think you could sort of do me a favour? I want you to start picking on that little fat kid from Hey Dad. Thanks, I knew you'd never let me down.

Adam Waycott
Yarrawonga, Vic

I passed your letter onto Yvonne King at Haven Licensing who, as NMS mentioned last issue, is desperately looking for a boyfriend. She rejected you. By the way, I never pick on fat kids.

DEAR FAT BOY,

Allow me to introduce myself. My name is Ned Tansey and I reckon I'm a legend. I don't have any friends, maybe because I'm A COMPLETE IDIOT or because I'm a bullshit artist. My hobbies are going down to the local video shop and opening the door of the Mortal Kombat arcade machine and clicking up credits. You might not believe me, but I stole the key off the guy who owns the machines. The point of my letter is, do you want to buy a key off me for $50?

Ned Tansey

I own a Timezone Gold Card - I can get free credits on any game I like. Would you like to guess what you can do with your key?

NMS Q&A AND READER SYSTEM

The Skull, having undergone further personal modification, ponders the significance of short-person behaviour in pedal-depressed panchromatic resonance and other highly ambient domains... If you'd like him to ponder your queried possibilities, send them in to him at Q&A, Nintendo Magazine System, PO Box A305, Sydney South, NSW 2000. "Arf," he said.

Q Can you tell me why there are different versions of the Super NES around the world, like the PAL, US, and Japanese versions. Why don't they just have one version?

— Anthony Pryde
Mentone, Vic

A *Because the countries have different television standards which run at different hertz frequencies and are thus incompatible.*

Q 1. Can you do a review on Super Mario Bros 3?
2. Every good mag has its faults, as yours did giving Battletoads 85%. I want reasons!
3. Is Mortal Kombat coming out in Australia on the NES?
4. I think Fat Boy should go on a diet, don't you?
5. Do you know what Super NES games are coming out on the NES?

— Fartalayli Farter
Somewhere on a little island in the middle of the Pacific

A *1. You can read about it in our review of Super Mario All-Stars (NMS 7). The NES version is also absolutely brilliant.*
2. You want reasons? Read the review, you eediot - that's what it's for!
3. No. Nor anywhere else, for that matter.
4. I'll pass your opinion on to him.
5. Not many, I'm afraid to say.

Q 1. Is there a mini Mario Kart on the Game Boy and, if so, can you review it?
2. Why doesn't your mag have many Game Boy reviews in it?

— Another dedicated fan
Somewhere, SA

A *1. No, but if one appears we'll tell you all about it.*
2. Simple, there aren't many new Game Boy games being released in Australia. But have you noticed all the luverly GB action in this ish?

Q 1. When will NBA Jam, TMNT: Tournament Fighters and Super Empire Strikes Back be released?
2. Is Septentrion any good?
3. What are your favourite games?

— Jonathan Holgate
Coffs Harbour, NSW

A *1. February, February, February.*
2. Yes, but there is a fair bit of Japanese text. It doesn't affect the gameplay, but you won't really know what's going on. Hopefully, it will be translated and released down here, but don't hold your breath.
3. SF2 Turbo on the Super NES, and Syndicate on PC.

Aaargh! Thar she goes, down to the depths of Fat Boy's lunch box!

Q I have recently played a PC game called Civilization, and considered it to be one of the best games I have played. I would like to play it on my Super NES, so is there any possibility of it being available in the near future?

— Luke Lankowski
Boonah, Qld

A *Ooooh, I doubt it. All the game companies seem to think that Super NES owners are only capable of comprehending simple platform/shooter/beat-'em-ups, with the occasional linear RPG. It's about time there were more involving, thought-provoking games on the Super NES. I don't mean to sound like a boring old git, but I'm sick of seeing games that are all virtually the same!*

Q Any news about Ren & Stimpy for the Super NES?

— Lachlan Commins
Sydney, NSW

"Do I know you?"

A *Yes, but it is not good. THQ has turned it into a platform game and, as usual, it has totally stuffed it up, like just about everything else it has done. (Wayne's World, anyone?) The EEDIOTS!! As you can see from these shots, the graphics are faithful to the cartoon and the humour is supposed to be there, but there is not an ounce of playability. We are all very sad and depressed here at NMS, and I don't want to talk about it anymore.*

Q 1. Is there a sequel in the works for Another World? If so, when?
2. Are there any combative-style chess games for the Super NES, eg engaging in combat after a move is made?
3. Being a die hard strategist, with a thirst for action, can you recommend any games that involve great plots and gut-wrenching action?

— The Rascal
Botany, NSW

A *1. Yes, and it's not Flashback as many people think. Another World 2 will be out sometime this year (sorry to be vague, but that's all I know at the moment!), and there is already a sequel to Flashback on the way!*
2. Not that I can think of - the only chess game is Chessmaster, which is regular chess.
3. To be honest, most of the Super NES games we see here are fairly shallow. Flashback, Shadowrun and Jurassic Park are a few exceptions.

Q Hello to all you Aussies at NMS, especially Vanessa "The hottest chick on Earth and Mars" Liberiou. I have a few questions.
1. Are your competitions open to New Zealanders?
2. Can New Zealanders subscribe to your mag?
3. Could you put in a poster of Vanessa in your mag?
4. How would I go about ordering back issues?
— Kiwi NMS fan
Bay of Plenty, New Zealand

A *1. Only the ones that require a written answer. The 0055 phone competitions are not available to NZ residents.*
2. Yes, it's Aus$60. Send your details and money order/cheques to NMS Subscriptions, NDD, PO Box 199, Alexandria, NSW 2015.
3. Hmmm...
4. You and other New Zealanders wanting back issues should send money orders for Aus$6.50 per issue to Back Issues, NMS, PO Box A305, Sydney South, NSW 2000. Oh, and I'm afraid there are no more copies of issue 4 left.

Q A friend of mine said that, in Street Fighter II Turbo, you can set the elephants in Dhalsim's stage onto your opponent. Is that really possible?
— Robby Bartlett
Sailsbury Park, SA

A *Ooooh yes! You can also drive the car in the bonus round to Chun Li's stage, where you can buy a chicken and take it to Blanka who then does unprintable things to it. And I have a crush on Bronwyn Bishop.*

Q I bought Mortal Kombat for the Game Boy. I have finished it, but in the instruction booklet on page four it says to push the start button on the title screen and you will be presented with two options: Game Start and Set Difficulty. When I press start it goes straight to the Choose Your Fighter screen. I would like to know if I have a faulty game or are the instructions wrong?
— Lachlan Wilson
Eleebaka, NSW

A *Don't worry, there isn't anything wrong with your game. There is a printing error in the instruction booklet. D'oh!*

▲ Slap Patch. Go on, ya hear wot he said about your mutha?

Q I am suicidal. I am depressed. I have recently bought the game Shadowrun and it's a heaps groovy game, except for one minor hitch. I cannot find the credstick anywhere, please help me! If you don't publish this letter I will be right annoyed and forced to plant a bomb under your house. Not only that, I will kidnap your cat and spit on your rug. So publish this letter or else...
— Depressed
Sydney, NSW

A *That's not a nice way to talk to someone from whom want a favour! Luckily for you,I was just hit by a gust of generosity which blew in the window, so I'll help you out just this once. The credstick is in the morgue. To get it, you will have to get the Lone Star badge from the dodgy guy in the red building down the road from the graveyard. Go back to the morgue and ask the morticians about Grinder, and one of them will unlock the filing cabinet. This is where the credstick and the tickets are. Look out for a Shadowrun guide appearing in the very near future in this very mag! By the way, you'll never find my house, and I don't have a cat, so there!*

Q First of all I would like to say this is the best mag I have ever read and I would like you to ask you some questions.
1. Is Jurassic Park on the Super NES better than the Megadrive version? When will it be out?
2. Is there a Sim City 2?
3. Are there more attachments for the Game Boy, and what do they do?
— Paul Costello
North Mackay, Qld

A *1. The Super NES version of Jurassic Park is wild! There's heaps to do and it follows the plot of the movie closely, unlike Sega's sad effort, which is just an average platform game. Jurassic Park was released at the beginning of November last year, so you should be able to get it now.*
2. Not yet, but Sim Earth and Sim Ant might be making their way to our shores soon.
3. There are more Game Boy attachments than food on Fat Boy's plate at Christmas lunch! They do everything from simply magnifying the screen to turning your Game Boy into a self-sustaining deep space probe! (Well, almost...)

Q I'm really peed off and sad. I just got my copy of the SFII comic book #2 and found out that Ken has been murdered by that one-eyed freak, Sagat. I got really mad and played SFII on the highest difficulty setting and whipped Sagat's sorry butt into submission, but it's just not the same. In the event of SFIII, will Ken no longer be with us?
1. Was Scorpion Ken in his former life?
2. Is the car in the bonus stage the same car as Ken owns in the comic, because it is situated in the Ken stage?
3. Will Ryu finally have Chun Li to himself?
4. Will Eliza get a widow's pension?
— Mick Wells
Tasmania

A *Oh dear, oh dear, oh dear. Perhaps one of you readers out there can help Mick. I'm afraid that I have better things to do, like eating olive loaf till I puke.*

A DELICIOUS MILK CHOCOLATE EGG WITH AN EXCITING TOY SURPRISE, EVERYTIME

FERRERO

NOT AVAILABLE IN WESTERN AUSTRALIA
FE003

TIPS & TACTICS

You're a hard lot to please this month: All you seem to want is a code for blood in Mortal Kombat! Well, unfortunately, such a code has yet to surface (Yeah, we know about the Action Replay code and, let's face it, that's not blood!) and it looks like there may never be one (good one, Nintendo!), but we do have a nice, juicy trick for you. And as usual we've got all the latest cheats, passwords and Game Genie and Action Replay codes for your gaming pleasure. Now what else did we want to tell you? Ah, yes, NES! We want more NES cheats, and we don't mean ones we've already printed. So send them, your mother's old shoes and anything else you think we might find useful to NHS, Nintendo Magazine System, PO Box A305, Sydney South, NSW 2000.

GAME BOY ▶▶▶

THIS MONTH'S BEST TIP WINS A GAME BOY POWER ADAPTOR BY HES!!!

F15 STRIKE EAGLE

Having trouble avoiding missiles aimed at your plane? Luke Whitford, from Australind in WA offers this tactical defensive manoeuvre. As soon as you get a missile warning, locate it on your radar and fly at right angles to the missile's flight path. Luke says that it takes some practice, but once you get it right it becomes second nature.

TERMINATOR 2

If you're still faffing around on the first stage, read this. You have to destroy the beacons in a particular order, from smallest to largest. These are the fourth, then the first, the fifth, the second and finally, the third. And if you get stuck later in the re-programming stage, hold down the **select** button to slow it down. Who sent this in? I don't know, there was no name attached. Good thing it isn't tip of the month, otherwise we'd have to keep the prize!

BUGS BUNNY CRAZY CASTLE

We've received many a password for this game, but this has to be the best. Pity there's no one to credit it to, though. Don't forget to clearly write your name and address on the page your tips are on, especially if you want to win something! Anyway, here's the password: **xho2**. If that doesn't work, try zero instead of 'o'. And that's another thing, we're sick of letters written in pencil, texta, or anything on tiny little scraps of paper folded a thousand times. *Humph!*

MEGA MAN 3

The ultimate password, well, that's what Brenden Littleboy of Burpengary, Qld says about it. Put dots in these squares: **A1**, **A3**, **A4**, **B3**, **C1**, **C2**, **C3**, **D1**, **D3**.

DOUBLE DRAGON II

"Here's an easy way to clock Double Dragon II," says Anthony Lawang of Keilor Downs, Vic. First, put the game in easy mode. When you get to the second train station, die to get game over. (Don't worry, he is leading somewhere!) Now put the game in normal mode and continue. Pass the stage and do the same thing, but put the game into hard mode and continue.

TENNIS

When you serve the ball, don't hit it, walk under it so it hits you on your head! It won't be a fault, but you will get the point! From Luke Archer of West Moonah, Tasmania.

Tip of the Month

SIDE POCKET

Antony Pryde of Mentone, Vic fancies himself as a bit of a Jimmy White on the green felt. Here are his tips for the trick shots.

Trick shot 1: Tap up four times, select follow and hit the ball full strength.

Trick shot 2: Simply hold right so the indicator is perfectly straight and shoot full strength.

Trick shot 3: Aim directly at Ball One, draw back three times and hit full strength.

ACTION REPLAY CODES

BART SIMPSON'S ESCAPE FROM CAMP DEADLY

010292C9 — Infinite lives

NINJA GAIDEN

010543C0 — Unlimited fire wheels

NES

THIS MONTH'S BEST TIP WINS A COPY OF HIGH SPEED PINBALL FROM METRO GAMES!!!

METROID

To get all the missiles in the game and start at the last stage, enter this code: **3-x—V —i301 E—p8G 002mIG**. It was sent in by Jurai Priselec of Maidstone, Vic.

And here's another code, this time sent in by Jody Griffin, who lives in Robina, Qld. **999999 999999 KKKKKK KKKKKK**

SUPER MARIO BROS 1 - Tip 1

We've had a few letters from people wondering about the fireworks that sometimes appear when you complete a level. Well, wonder no more, for the secret shall now be revealed! The explosions are triggered as you finish the level, but it depends on the last digit on the timer as to the number of pops you get; one, three or six, and each firework will add 500 points to your score. For a guaranteed six gun salute, wait until the timer hits 9, and run and jump from the top step.

SUPER MARIO BROS 1 - Tip 2

Warning! Warning! Weird tip, ahoy! Aye, aye, cap'n. Full steam ahead! Troy Watson, from Gympie in Qld, has brought this bizarre occurance to our attention. It should work on both the NES and Super NES versions of the game.

Make sure you are big Mario when you get to Bowser, and jump over him and stand next to the drawbridge switch. Wait for him to turn and start moving towards you, and just as he is upon you, jump up and try to land on the switch and Bowser's nose at the same time. If successful, Mario (or Luigi) will flash, but not shrink. On the next level, the first power-up you get will be a mushroom, and it should make you shrink. When you get to the next power-up (it should be a fire flower) you'll become a small-fiery Mario. Decidedly odd.

SUPER MARIO BROS 3

Ahoy thar, me mateys! Be ye looking for an anchor? Arrrgh! The bilge rat in the crow's nest, also known as Matt Briggs, has spotted this one out to starboard. To get it you'll have to collect almost all the coins in World 2.2; then, when you finish the level, a white mushroom house will appear. 'Tis no mirage, lads! Go for it!

SIMON'S QUEST

Brendan Littleboy of Burpengary, Qld came up with this code. He claims that it will give you all the weapons you'd ever dream of having. **GOQ21T◊*QZXQV3QPQ**

MEGA MAN

This neat trick was sent in by Michael Sidea, of Dandenong, Vic. When you are attacking an enemy with your lightning shot, repeatedly press pause as it connects. Each time you un-pause the game another hit will register.

FORTIFIED ZONE

Jeremy Bailey, of Martinsville, NSW, has all the level passwords, and he'd like to share them with you.

Level 1: 1111 **Level 3**: 1681
Level 2: 3375 **Level 4**: 1122

MISSION IMPOSSIBLE

Level passwords, from Joshua Lowe.

Level 2: HMPR **Level 5**: TVJL
Level 3: KMVW **Level 6**: QBYZ
Level 4: XDGJ

Tip of the Month

SUPER MARIO BROS 2

Pssst. Wanna buy a warp? Of course you do! Today's special is buy one warp, get two free! What a deal, and hey, they even work on Super Mario All-Stars for the Super NES!

Warp 1: In level 1.3, at the very end of the outside area, drop the (previously collected) potion next to the vase, then you drop into the vase (not the potion!). This will take you to level 4.

Warp 2: In level 3.1, fall down the second cliff and you will find a door. Go in and you will find heaps of veges in the ground. Find the one which is a potion, and take it to the first vase you see, drop it next to the vase. You then drop into the vase and go to level 5.

Warp 3: You will need to be Luigi to get into it. In level 5.3, go up the ladder and at the start there will be a ledge with a vase on it. Do a super jump (hold down until you flash) up to the ledge and you will find a potion. You should know what to do with it by now, and when done you'll be in level 7! Woo-hoo! But what evil, twisted genius came up with those cheats? Why, none other than Ben Francis of Nairne, SA.

GAME GENIE CODES

SUPER MARIO BROS 3

XVUXNUEE — Turbo charged running
YZSIOXAZ — Invincibility for small Mario
XNKXGLIE — Start and stay as sledgehammer Mario
PEUZUGAA — Start on World 2
ZEUZUGAA — Start on World 3
LEUZUGAA — Start on World 4
GEUZUGAA — Start on World 5
IEUZUGAA — Start on World 6
TEUZUGAA — Start on World 7
YEUZUGAA — Start on World 8

BATTLETOADS

GXXXLLVI — Infinite lives
EYKEVVIE — Mega jump
AEK2GTPA — Faster punching
AOUKENAA — Double energy from flies
IAXAALAA — Start on level five
TAXAALAA — Start on level six
YAXAALAA — Start on level seven
AAXAALAA — Start on level eight
PAXAALAA — Start on level nine
ZAXAALAA — Start on level ten
LAXAALAA — Start on level eleven
GAXAALAA — Start on level twelve

If you enjoy these codes, you can thank Bond Watson and his friend in North Rocky, Qld for sending them in.

KICK OFF

Kick Off kodes kindly kreated by Joshua Lowe.

ZTUSIPPL — Slows timer
APUSIPPU — Speeds up timer

SUPER NES ▶▶▶

THIS MONTH'S BEST TIP WINS A MORTAL KOMBAT KIT FROM METRO GAMES!!!

PRINCE OF PERSIA

The music in Prince of Persia is very good indeed, but here's a way to change the tune of the stage you are in. During the game press **Start** and then **Select**, and you'll have the choice of ten different music scores to listen to and enjoy. Joy!

SUPER BOMBERMAN

5656: This code is rather odd. It doesn't affect the game, just the bombermen — it shrinks them to minute proportions! At least that's what Rod and Gerry said. No one else gets to play the game 'cos they hog it all the time!

BATTLE TOADS IN BATTLEMANIACS

Just like the other Battle Toads games, this one is dead hard. But here's a cheat which will give you a better chance of getting through, for it gives you five lives and five continues, no less. When the title screen appears, hold **down**, **A** and **B**. While keeping them all held, press **Start**, and the Battle Toads' flag in the next screen will flash red. Cowabunga! Or something.

NIGEL MANSELL'S F1 CHAMPIONSHIP RACING

Passwords, passwords, passwords. That's what Loony Leon Lucus of Coogee has provided for this racing game, which we gave 87% in NMS #7.

Mexico — LZ9ZN40UJ2541STCVL
Brazil — 6CL732YLZ3H07VNBR9
Spain — PZPP693R91Q7NHQ..2
San Marino — R49RGKFH.JBDSV0T79
Monaco — L0XJ.XVCH3L7GDCF0R
Canada — B7JPR46QRB.RG08HNL
France — LVOZB206FG0K62K2D7
Britain — TKX.B7G3VTJFS1QSKX
Germany — TQPCLTBTB7X21.JQGT
Hungary — HLL2FWG1Y20FL.1NG5
Belgium — YMGW4BXM3BV61JR565
Italy — 4QX4JKWXT50ZQ..K35
Portugal — 4F3M0TZ507064KGC5D
Japan — R48RR9GT7JB.BZVR4D
Australia — 33DV4B0F1ZZG538GW3
Ending — PV2JTFBK4Y696H4DXY

SUPER STAR WARS

Cheats for this game keep flooding in, but this will probably be the last we print. Mind you, it's a goodie, as it allows you to accumulate up to 99 lives! In level five, Land of the Sand People, instead of jumping onto the pillars, fall off the cliff and hold left. You should enter a secret room which will yield seven lives! Die, and repeat for as many lives as you want. It was sent to us by Chris Manning of Moruya Electrical Supply Co., NSW.

SUPER MARIO ALL-STARS: THE LOST LEVELS

For a warp, go to along the roof in level 1-2 until you find the warp. Simple. From William Grant of Mareeba, Qld.

Stuck in Prince of Persia? Then call 0055 65404* to access the NMS Level-by-Level Guide!

BART'S NIGHTMARE

Not an easy game, but still a favourite at the NMS office. In the Itchy and Scratchy level you can increase your lives by destroying the small light bulbs that bounce around. From Mounzer Boustory (we think), of Padstow, NSW.

POP 'N' TWINBEE

The vertical scrolling counterpart to Parodius has made it's way onto many an importer's shelf, and now a couple of cheats have made their way into the NHS pages.

Stage select: Go to the options screen and press UP, LEFT, UP, LEFT, UP, LEFT, LEFT, LEFT, RIGHT, RIGHT, RIGHT, DOWN, LEFT, DOWN, LEFT, DOWN, B.

To increase the difficulty setting, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A while you are on the option screen.

Tip of the Month

MORTAL KOMBAT

This trick some of you may have already discovered, but Leigh Romeo from Harrietville, Vic sent it in for the benefit of those who haven't. And what does it do? Well, it allows you to totally drain the energy of the second opponent in the endurance rounds! As soon as you defeat the first opponent, use the same move you used to kill them with on the second opponent. For example, if you kill Kano with a flying kick, immediately use a flying kick on whoever next enters the battle.

ACTION REPLAY CODES

STREET FIGHTER II TURBO

Michael Kouranos, from a Windy Hill in Victoria sent in a few codes for this game, but the best one enables you to perform two special moves at once. Here it is:

7E05 3600

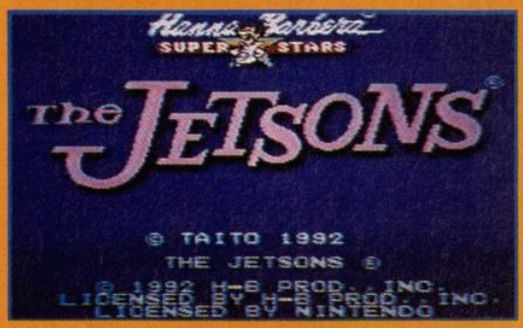
TUFF E NUFF

Here's a code that enables you to control the bosses. It's from Wes Smith of Mt. Gambier in SA.

7E0F 50XX Replace **XX** with an even number (eg 14).

STREET FIGHTER II

7E0C 4321 — This code will help out all those who are having trouble getting to grips with the game. It automatically blocks most attacks!



If, after much cog-dodging and anti-gravity alarums, you have ground to a halt in your quest for supremacy in this lunatic cartoon caper, look no further than 'Mighty' Michael Lee's own solution to victory against Cogswell and his cronies. Because the first half of the game is dead easy, Michael's guide is for the tougher second half of The Jetsons.

5 DREAMLAND

Here you will encounter sleepwalking zombies and other wild creatures. To find the potty doctor, activate the switches to transport you through the complex. You will find him astride an aeroplane, dropping robots on you. A crate maker will be located at the lower right hand side of the screen. Obviously, you should pick the crates up and chuck them at him. Lobbing a crate up as the doctor passes by is much more effective than throwing it across the screen.

6 SPORTS STADIUM

Use the springs to get you across chasms and avoid everything that moves. Once you get to Elroy, he will lend you his magnetic boots which you will need in the next stage. Each time you successfully shoot a basketball in a hoop, you will receive a free life. Yippee!

7 BLAST FURNACE

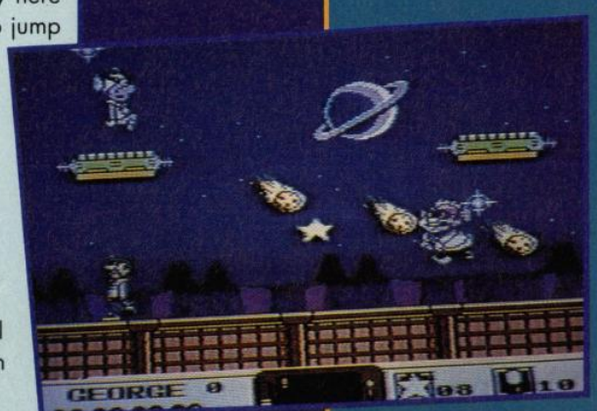
Flick on the light switches in order to see the platforms and avoid the lava. Defeat the demon mid-level boss and activate the switch it is guarding. This creates blocks which appear in mid-air. After the third block appears, use your magnetic boots to fall up to the ceiling. Walk almost to the edge and leap off. You should land on a seemingly invisible platform. Use the remaining blocks that appear to jump to the platform that contains a light switch. You will discover a big heart at a left-hand platform and a magnetic switch just before a lava pool. Be careful if you activate the switch, as it not only reverses gravity, but also the lava.

The end-of-level boss is an alien serpent. It attacks you by either moving from one end of the screen to the other or firing a damaging blue orb. Stay in the middle platform with a crate. When the snake head appears, ambush it. If you run out of blocks to throw, allow the pool to rise as this will replenish your supply. After more than half a dozen successful strikes, the battle is won.

8 COSMO PARK

The low gravity here means you are able to jump higher. The switches will either shrink you or revert you to normal size. When small, you are unable to pick up and use any of the crates, but you can enter small passages where goodies like extra lives and hearts can be found. Make sure you stock up on power packs here.

Of the two end-of-level bosses, the lower alien throws bouncing stars and the upper one invokes a meteor attack. Overpower them with gliders. After you defeat them, you will be given a special flashlight that destroys all enemies on screen when activated!



9 ROCK CONCERT

Using a hover board, you must avoid ghetto blasters, hyperactive fans and hostile bass guitarists in an effort to find your daughter. As you are incapable of any offensive actions, you must constantly be on the defensive. Should any of the fans grab on to your board, jump up and down several times to shake them off. When you find your daughter, take the hover board from her as it will be essential in the next stage.

10 COGSWELL'S OFFICE

In the first level, you will find a big heart located on a high platform. Use the hoverboard you obtained from Judy to get it. At the end of the level, use your magnetic boots to fall up and jump again to fall down. Activate the switches to start the vertically moving blocks.

A little bit further on is the big man himself, Mr. Cogswell, sitting smugly in a flying saucer. Initially, he starts off with a saucer with a ball and chain attachment. No harm will come to you as long as you keep your distance. Throw the crates that a mechanical arm drops on either side of the screen against him.

After defeating him, his ship reincarnates into a cross between a helicopter and a saucer. His main mode of attack consists of a swoop followed by a stomp. Both are very easily avoided by ducking the former and not being underneath the ship for the latter.

On his third and final transformation, Cogswell's attacks become more frenzied, but if you've got this far you shouldn't have any difficulty defeating him. However, during the battle, the control panel that shuts off the mother computer on colony M38 becomes inadvertently damaged, and George now has to go and fix it!

11 HOME

Just before George blasts off to planet M38, he goes home for a very brief respite. Take as much time as you want here since there are no enemies, no dangers, no hazards, nothing. Talk to every member of your family, especially Jane, your wife. She will give you as many power packs as you can carry.

12 MINING COLONY

Use the hoverboard to cross the wide chasms — if you have enough power packs. Activate the reverse gravity switch halfway through the first stage, but be careful of the stalactites.

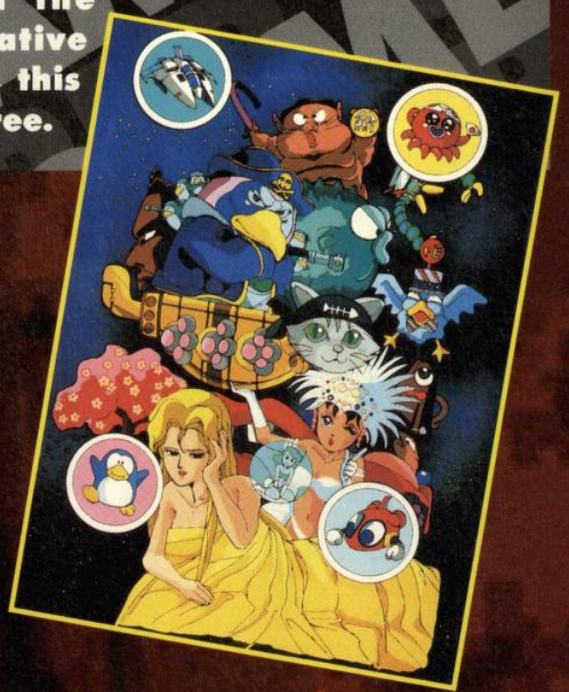
The next stage requires an extensive use of reverse gravity. Be careful of the wall of spikes that shoot out of the wall in the mid and upper level of this stage. To get past these, walk and don't jump until the very last moment, or the spikes will get you.

Finally, you confront the mother computer. Try not to be distracted by the boulders which will be crashing all about you. Now look at the three levers on the panel. You have to depress them in the proper sequence to detroy the computer, but, unfortunately, the sequence changes every time you try. Eventually, you will get the right sequence and, BANG!, the mother of all computers is now permanently out of order!

Now there is the small matter of getting out of the collapsing control room before George is squashed! Jump from platform to platform while avoiding the meteors to get to your rocket and salvation.

Congratulations! You now get a chance to see the final credits and end storyline. Now, Mr Spaceley, about that raise....

Konami's Gradius series is one of the most popular shoot-em-up epics ever. This parody of the three games (Parodius - geddit?) is a dubious affair whose ideas and origins are better left shrouded in mystery. However, it is arguably the best game created from tapping the Gradius vein. As the first two levels are merely the snow on the mountain and comparative breeze to trip through, this guide begins at level three.



I SAW THREE SHIPS (AND CHOOSE ANOTHER)!

There are four ships to choose from and we reckon that the Twin Bee is the best of the bunch. Whereas Vic Viper and Octopus have shields, the Twin Bee posesses a far more effective force field. Although the Pentarou boasts a similar barrier in the form of a bubble, its spread weapon cannot compare with the Twin Bee's 3-way shot. The Octopus' Ripple gun may excel with its wide range but the Rocket Punch available to Twin Bee more than makes up for this. Enough said. Trust us!

THE CLANGERS

It comes in mighty useful to know the sequence of colours followed by the bonus bells. Under fire they react as follows; Yellow - Green - Yellow - Red - Yellow - Blue - Yellow - Grey - Yellow - Green; after which they blow up! In case you're unsure as to their uses, here's a list:

YELLOW

Strictly for point hungry maniacs. They offer no destructive power but continuous collection of yellow bells amasses enough points to waste the highest of scores!

GREEN

The green bells inflate the ship like a piece of bubble-gum, during which time it's invulnerable and able to crash into anything, causing no end of misery for the enemy.

RED

If the way ahead looks grim, you can always rely on the powers of a red bell for comfort. They provide you with three barriers which transform into a miniature version of your current

below. Any threat trying to pass this barrier is completely wasted!

BLUE

For every blue bell collected, a smart-bomb is added to the ship's arsenal with a maximum of three stored at any one time. The enemy don't stand a chance as a massive quake of destruction shakes the screen!

GREY

The most obscure of all super weapons, the grey bell provides your ship with a megaphone which amplifies a succession of Japanese phrases you're better off not knowing. However, Einstein's theory of relativity is in there somewhere...

LEVEL THREE - THE CASTLE OF SWEETS

The boss on this level is easy when compared to the hardship presented by the frustrating brickwork. In between the pillars and pots overflowing gold coins are walls of multi-coloured beads to be blasted for safe passage. Keep a cool head, don't make any rash decisions and your ship should be safe from harm. If possible, resist the temptation to speed the ship up because this usually results in plenty of unnecessary wall bashing!

Lip-Lickin'-Teeth-Splittin'-Boss!:

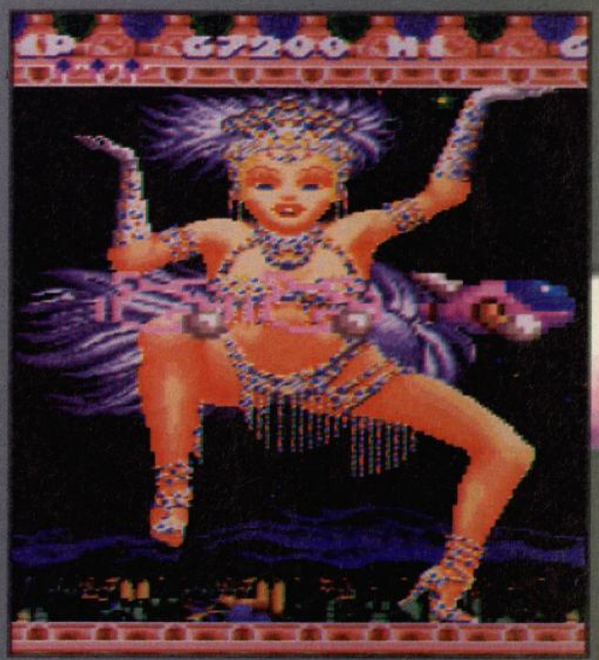
Blast those cheeky smiles into next week, concentrating on the right side row of mouths first. If you're successful in destroying them, the remaining row of teeth begin to rush your ship - leaving sets of teeth behind as they go. Easy peasy!

WRESTLE WITH THIS!

Parodius gets crazier as it goes along, with rampant sumo wrestlers defying the laws of gravity and walking across the top of the screen, whipping your ship with their loin cloths. After battling over angry-faced volcanoes erupting red hot chillies, the ship is subjected to yet more sumo-related shenanagins against the end-of-level sumo boss.

Mind the falling sign, Marlon!:

Lard features is not quite the heavyweight after all. His vulnerable spot is his stomach, something he treasures very much, so your ship's efforts at popping it with missiles and the like makes him miserable in the extreme. He stomps around shaking all kinds of junk loose from the top of the screen, develops a nasty case of indigestion, turns red then explodes. The Konami sign then falls from its perch to catch out the unwary - just make sure it isn't you!



▲ Twin Bee enlarges, much to the girly's delight.

SHADES

Stage five is one huge mother of a space-ship, but with a difference. Ignoring the fact that it's wearing shades and smoking a pipe, let's concentrate on sending it packing. First of all, the head of the ship is a head which sneezes and coughs in its influenzad frenzy! Smack it in the nose first then take care of the mouth. The ship now forces you to fly over the top to face a pipe-smoking laser-firing turret, and the odd unfriendly gun turret. These study their surroundings as they rotate and the best time to nip in and blow them away is when they're looking straight up. After this area is finished, your ship's presence is required below and Shades tries to crush it at the bottom of the screen. Do not panic! There is a little nook to squeeze into and you can't miss it. If you do, you die. So don't.

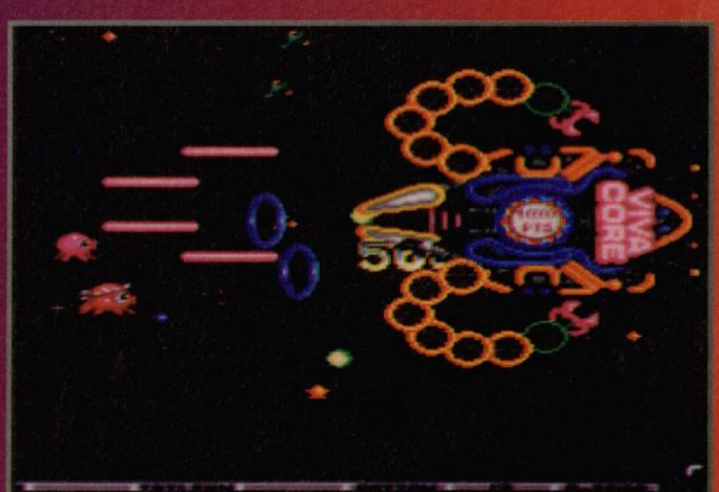
▲ Getting a head in the business of destroyng the mother ship.

Head Aches:

Now the mother ship gives up and leaves your ship to battle it out with a female Easter Island-head look-a-like! She blows green statues from her mouth as she moves up and down the screen, and much duckin' and divin' is required to win her over. He eyes are vulnerable to attack, so try to trick her into firing the statues to the far left or far right of the screen. This way your ship can easily manoeuvre around them, and you'll only find problems if your ship is too slow.

PINBALL WITHERED

Stage six is one of the toughest to get through. Not just because of the amount of penguins out for your ship's parts, but also because it's so easy to get confused with all the action on screen. Concentrate on scouring either the top or bottom of the screen, because bobbing about and blasting everything in sight only makes matters worse. Thankfully the end-level boss is a breeze to beat!



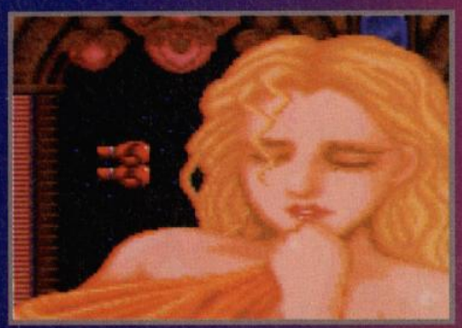
Pin-Boss:

What a relief! Dodge the lasers and aim for the heart of the machine. The pinballs are destructible and no trouble to shoot.

BUNNY GIRLS, BUBBLES AND A PIG?

The entire Stage Seven is set in a dream-like sequence with fluffy pink clouds and pretty bubbles to make you say ahh. Don't be fooled, because this is where the action gets that little bit trickier. The safe areas are at the far reaches of the screen and any evasive action should be taken along those lines. Keep in mind that the movement of the bubbles is painfully slow and a skillful pilot should be able to dodge and weave with ease between them.

Damseling distress:



Kiss this girl in the eyes with a few well aimed blasts and make her cry. It's a rotten job, but somebody's got to do it! She tries to put a stop to this ungentlemanly pursuit by blowing bubble encased imps that burst and surround your ship.

◀ Mind the Twin Bee's Double Whammy of Destruction, Marlon.

PICK OFF THE PENGUINS

Here is where the Twin Bee comes into its own, its three-way and rear shots both coming in handy against the begoggled penguins in the frozen waters.

MACABRE MARINE

As your ship raises it brolly to shelter from the rain, watch out for skull- tossing skeletons which shatter into a spray of bones when shot. Also, look out for the stubborn fishbones which require many hits before breaking.

Parasol Parade:

Upon the arrival of the manic umbrellas, position the ship near the bottom left-hand corner of the screen. The skulls are easier to dodge here and the umbrellas roll handily into view.

BATHROOM BRAWL

The whole of stage ten is without incident until you meet up with the platform sections patrolled by fan-waving pigs and their skeletal buddies. The skeletons are indestructable, so position the ship slightly below or above one of the ledges to avoid crashing.

Rub-a-dub-blubber:

Brace yourself for this oversized octopus which has taken to washing its head with soap. It has three methods of attack. The first comes from the random bubbles floating about its head before the octopus shakes away, causing hundreds of tiny bubbles to fly everywhere. Lastly, the giant pink one spits bubbles from its mouth. Keep firing at the bubbles and take pot shots at the octopus whenever possible. Once it starts spewing suds take shelter above the sucker's head.

Ghost Lady:

Dodge the cloud and wait for it to get swallowed up by the skeletal apparition, then aim at the lovely lady's belt whilst shooting down the blue flames for safety. After a while she spits out the cloud which transformed her at the start and the routine repeats itself once more.

IT'S THAT OCTOPUS AGAIN....

The final boss is so easy you'd have to go all out to deliberately crash the ship and fail. It doesn't move, because it's so strung up, and it doesn't fire! Just make sure that you guide your ship through the barriers before they close and hammer away for a while - then that is it! Finished. The end.

BYE BYE

That's all. The good Doctor has left the surgery and is indulging in a spot of golf. All further enquires and miracle cures should be adressed to: Doctor! Doctor! Give me another shot!, NMS, PO Box A305, Sydney South, NSW 2000.

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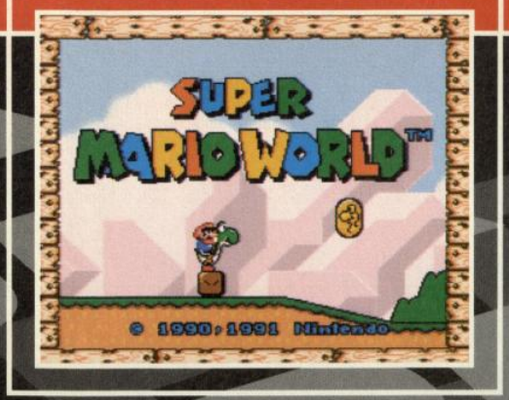
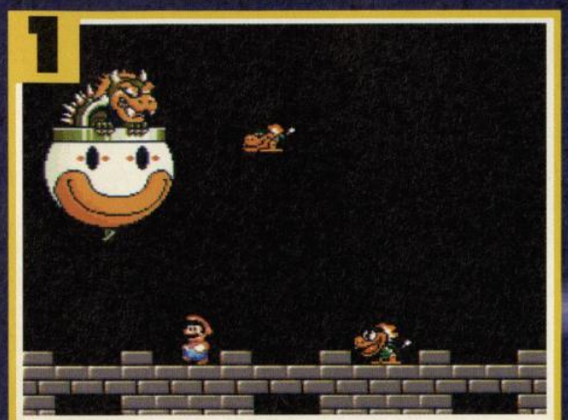


WILL YOU EVER REACH THE END?

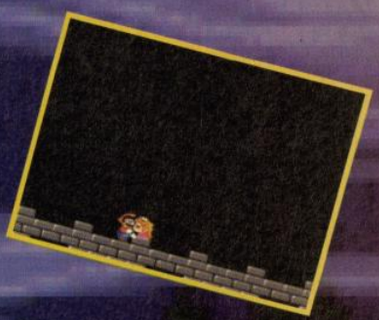
SUPER MARIO WORLD IV

This month the good physician Jazzingworth Rignall MD dons his special shoulder-length rubber gloves to aid those sick gamers having trouble beating Bowser in this ageing title.

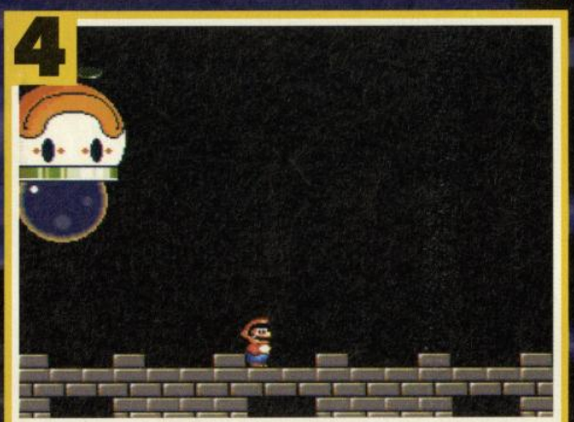


Avoid Bowser until he drops the two Mecha-Koopas. When he does, quickly jump on them both. and stun them. Pick one up and when Bowser flies overhead...

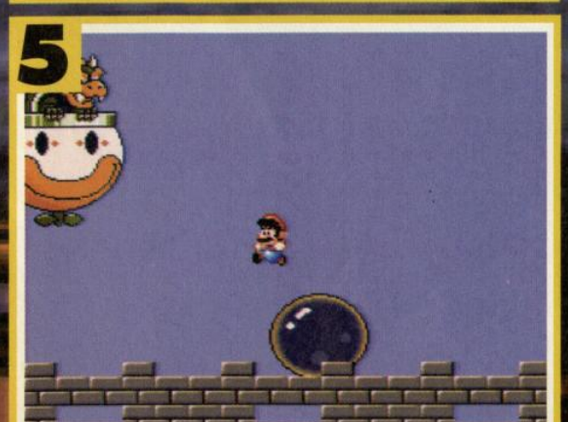
Kick it straight up into the air so it lands on Bowser's head. (If you have difficulty with this move, practice kicking shells up in the air.) Do this twice and...



Bowser is beaten. But don't rest yet! Fireballs rain down the screen, so run to the extreme left or right to avoid them and get the mushroom the Princess drops.



It's not over yet - because Bowser returns. Do the same thing as before, except this time make sure you jump the giant balls Bowser drops from his flying craft.

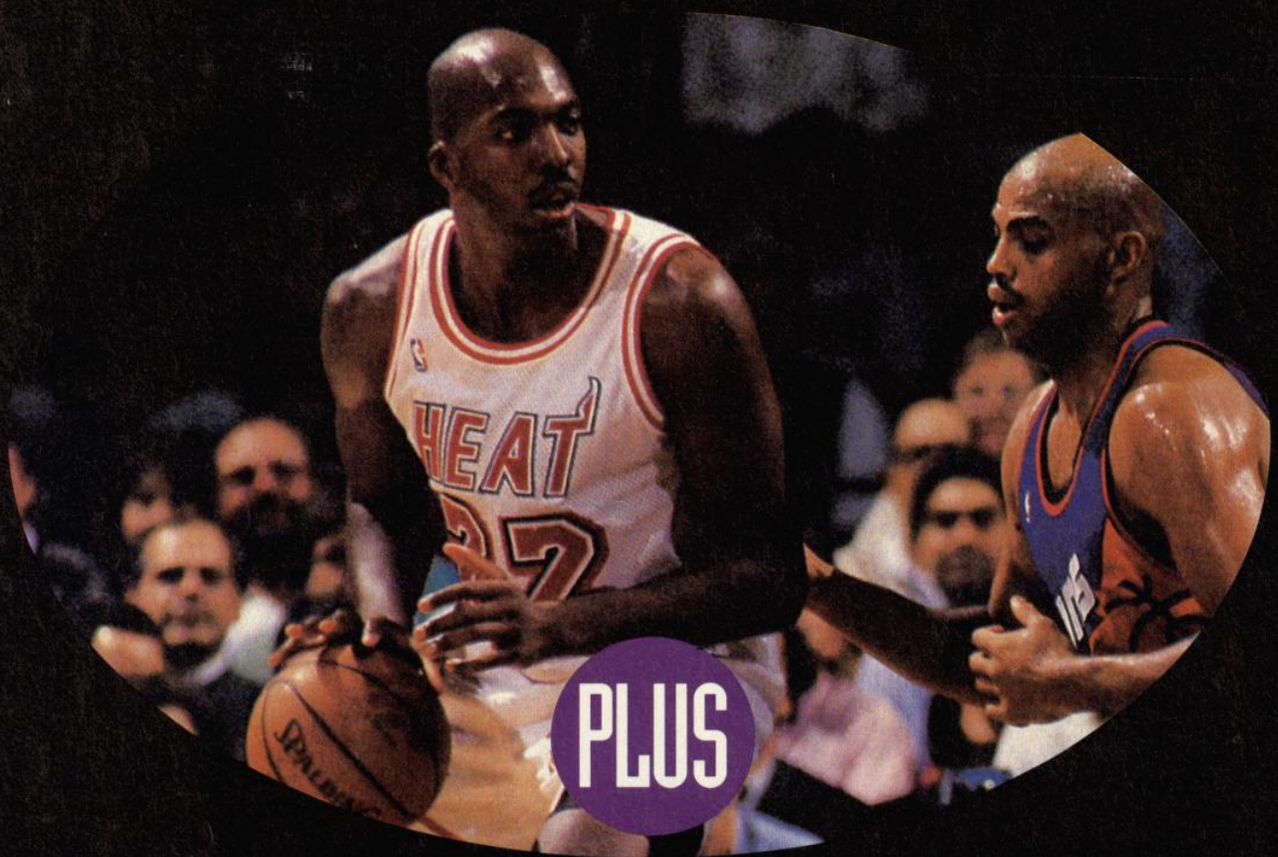


Hit Bowser twice and he disappears again. Dodge the fireballs, pick up the mushroom and prepare to battle him again. Be careful - this time he bounces about.

Stay in the middle of the screen and move left and right to dodge Bowser. Hit him on the head twice with the Mecha-Koopas to send him packing permanently.

NBA JAM

This time we're definitely reviewing it, OK?!



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